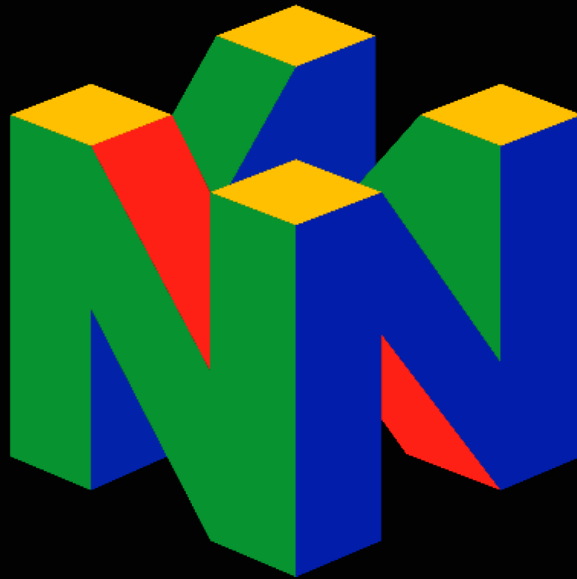


THE  
**NINTENDO**<sup>®</sup>**64**

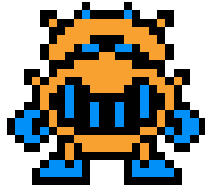


ENCYCLOPEDIA BOOK

copy/paste  
by:  
DaddaRuleKonge







# DaddaRuleKonge

I made this book cause` I like to catalog and categorize stuff, like all the comic I buy, I put in excel lists and every game I own I do the same with.

I made this book for myself as as a fan of the Nintendo 64. I have tried to make the book well presented and easy to look through.

If you are happy with the book then please look at some of the websites on the “Reference Guide” page. Find a site that you like and give them some spending money. Or give cash to something you belive in. A kickstarter project or something, i don`t know?

If you are annoyed, or the owner of some of the content i took from you, send an email to me: [sennep@hotmail.com](mailto:sennep@hotmail.com)  
from: Daniel aka DaddaRuleKonge

I hope you will get some use of this book, and maybe help you in your quest on collecting, or just having fun with this great system.

Similar books/PDF`s in the same format are books on NES, PSX, SMS, Game&Watch, including several other book in the same vein, from TMNT toys to Point and Click games.  
[DaddaRuleKonge.com](http://DaddaRuleKonge.com)

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# Nintendo 64

*This is a short wikipedia introduction for the Nintendo 64.*

At the beginning of the 1990s, Nintendo led the video game industry with its Nintendo Entertainment System. Although a follow-up console, the Super Nintendo Entertainment System, was successful, sales took a hit from the Japanese recession. Competition from long-time rival Sega, as well as relative newcomer Sony, emphasized Nintendo's need to develop a successor for the SNES, or risk losing market dominance to its rivals. Further complicating matters, Nintendo also faced a backlash from third-party developers unhappy with Nintendo's onerous licensing policies.

Silicon Graphics, Inc., a long-time leader in graphics visualization and supercomputing, was interested in expanding its business by adapting its technology into the higher volume realm of consumer products, starting with the video game market. Based upon its MIPS R4000 family of supercomputing and workstation CPUs, SGI developed a CPU requiring a fraction of the resources: consuming only 0.5 watts of power instead of 1.5 to 2 watts, with an estimated target price of US\$40 instead of US\$80–200. The company created a design proposal for a video game system, seeking an already well established partner in that market. James H. Clark, founder of SGI, initially offered the proposal to Tom Kalinske, then CEO of Sega of America; the next candidate was Nintendo.

James Clark met with Nintendo CEO Hiroshi Yamauchi in early 1993, thus initiating Project Reality. On August 23, 1993, the two companies announced a global joint partnership and licensing agreement surrounding Project Reality, projecting that the yet unnamed eventual product would be “developed specifically for Nintendo, will be unveiled in arcades in 1994, and will be available for home use by late 1995 ... below \$250.” This announcement coincided with Nintendo's August 1993 Shoshinkai trade show.

As with most of the computing industry, Nintendo had limited experience with 3D graphics, and worked with several outside companies to develop the technology. Some chip technology was provided by NEC, Toshiba, and Sharp. Silicon Graphics and its subsidiary MIPS Technologies were responsible for the R4300i microprocessor and the 3D graphics hardware used in the N64. SGI had recently acquired MIPS Computer Systems, and the two worked together toward a low-cost realtime 3D graphics hardware system.

The initial Ultra 64 software development platform was developed by SGI in the form of their Onyx supercomputer featuring Project Reality's namesake RealityEngine2 graphics boards, with early Ultra 64 application and emulation APIs. Upon this early platform, Nintendo's select game developer partners could fully prototype their games according to SGI's estimated Ultra 64 performance target, prior to the finalization of the console hardware specifications. That software-based prototype platform was later supplanted by a workstation-hosted simulation board, representing the finalized console hardware. SGI's performance estimates based upon the supercomputing platform were ultimately reported to be fairly accurate to the consumer console product.

The console's design was revealed to the public for the first time in late Q2 1994. Pictures of the console showed the Nintendo Ultra 64 logo, a ROM cartridge, but no controller. This prototype console's form factor would be retained by the product eventually launched as Nintendo 64. The news that the console would be cartridge-based prompted analysis by the gaming media. Nintendo's vice president of marketing Peter Main stated that “The choice we made is not cartridge

versus CD, it's silicon over optical. When it comes to speed, no other format approaches the silicon-based cartridge.” The system was frequently marketed as the world's first 64-bit gaming system. Atari had claimed to have made the first 64-bit game console with their Atari Jaguar, but the Jaguar only uses a 64-bit architecture in conjunction with two 32-bit RISC processors and a 16/32-bit Motorola 68000.



The completed Nintendo 64 was fully unveiled in a playable form to the public on November 24, 1995, at the 7th Annual Shoshinkai Software Exhibition in Japan. Nintendo's next-generation console was introduced as the "Nintendo 64" (a name given by Shigesato Itoi, who had named the Game Boy), contrary to speculation that it would be called "Ultra 64". Photos of the event were disseminated on the web by Game Zero magazine two days later. Official coverage by Nintendo followed later via the Nintendo Power website and print magazine.



In the lead up to the console's release, Nintendo had adopted a new global branding strategy, assigning the console the same name for all markets: Nintendo 64. Previously the plan had been to release the console as the Ultra Famicom in Japan and as the Ultra 64 in other markets.

The console was originally slated for release by Christmas of 1995. In May 1995, Nintendo pushed back the release to April 1996. The prospect of a release the following year at a lower price than the competition lowered sales of competing Sega and Sony consoles during the important Christmas shopping season.

In its explanation of the delay, Nintendo claimed it needed more time for Nintendo 64 software to mature, and for third-party developers to produce games. Adrian Sfarti, a former engineer for SGI, attributed the delay to hardware problems; he claimed that the chips underperformed in testing and were being redesigned. In 1996, the Nintendo 64's software development kit was redesigned as the Partner-N64 system, by Kyoto Microcomputer, Co. Ltd. of Japan.

The console was first released in Japan on June 23, 1996. The North American version of the Nintendo 64 officially launched on September 29, 1996. It was launched with just two games in the United States, *Pilotwings 64* and *Super Mario 64*. In 1994, prior to the launch, Nintendo of America chairman Howard Lincoln emphasized the quality of first-party games, saying "... we're convinced that a few great games at launch are more important than great games mixed in with a lot of dogs." The PAL version of the console was released in Europe on March 1, 1997.

The Nintendo 64 was in heavy demand upon its release. David Cole, industry analyst, said "You have people fighting to get it from stores." Time Magazine called the purchasing interest "that rare and glorious middle-class Cabbage Patch-doll frenzy." The magazine said celebrities Matthew Perry, Steven Spielberg's office, and some Chicago Bulls players called Nintendo to ask for special treatment to get their hands on the console.

The Nintendo 64's suggested retail price at launch was US\$249.99 and it was later marketed with the slogan "Get N, or get Out!". The console was ultimately released in a range of different colors and designs, and an assortment of limited-edition controllers were sold or used as contest prizes during the N64's lifespan. The N64 sold 32.93 million units worldwide, and in 2009, it was named the 9th greatest video game console by IGN. Time Magazine named it their 1996 Machine of the Year.

One of its technical drawbacks is a limited texture cache, which can hold textures of limited dimensions and reduced color depth, which must be stretched to cover larger in-game surfaces. Its vintage ROM cartridges are constrained by small capacity and high production expenses, compared to the compact disc format used by its chief competitors. Some third-party publishers that supported Nintendo's previous consoles reduced their output or stopped publishing for the console; the N64's most successful games came from first-party or second-party studios.

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# TO HELL WITH YOU.



Only the N64 could  
handle this game.

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# Reference Guide

These are web sites that i use alot for pictures/screenshots, reference and much of the information. If I have not used wikipedia on a game description, then I have tried to credit it at the bottom of the text.

I can recommend all of these websites, as they are very informative and fun to look through. If you are the owner of one of these sites and feel that i have done you wrong, then please send me an e-mail and i will make the necessary change to your wish.

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## micro-64



*“A Nintendo 64 Resource for Reviews, Articles, Database Lists and more! The ultimate fansite for the Nintendo 64.”*

- Used for rarity info.

A site containing reviews, databases on different variants, and rarity among other information.

<http://micro-64.com/index.shtml>

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## finngamer



*“This is my passion. Video games both new and old. Check out my collection, view my videos. Hopefully you’ll get inspired like I have! And while you’re at it, learn all about the Nintendo 64.”*

- Used for inspiration, information, and pictures.

A great web site that includes loads of information from a dedicated collector.

<http://finngamer.webs.com/>

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## NintendoAge



*“Comprehensive NES resource site made by collectors. Contains scans and information for every game and variant.”*

- Used for rarity score on US N64 games.

A giant forum with dedicated Nintendo collectors.

<http://nintendoage.com/>

## GameFAQs



*“Founded in 1995, GameFAQs has over 40000 video game FAQs, Guides and Walkthroughs, over 250000 cheat codes, and over 100000 reviews.”*

- Used pictures and the review score.

A great webiste regarding many of games released with loads of information, faqs and pictures.

<http://www.gamefaqs.com/>

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## nesworld



*“A website dedicated to retro gaming.”*

- Used for checklist and information.

A giant archive on everything Nintendo. Complete with a forum and pictures.

<http://www.nesworld.com/>

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## Moby Games



*“MobyGames is the oldest, largest and most accurate video game database for games of every platform spanning 1979-2014.”*

- Used for info.

A good site for information and pictures on much of the games released.

<http://www.mobygames.com/>

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## Vinyl/Don



[www.tinyurl.com/donscollection](http://www.tinyurl.com/donscollection)

*“This is my personal collection, Enjoy it and if you want to contact me please check my facebook looking for Don Fillerup.  
Please see my gallery and may you have something unique for sell, leave me a message!”*

- Acquired pictures.



# Nintendo 64 games

A total of 387 games were released for the console, though few were exclusively sold in Japan. For comparison, the rival PlayStation received around 1,100 games, while the earlier NES and SNES had 768 and 725 US games, respectively. However, the Nintendo 64 game library included a high number of critically acclaimed and widely sold games. Super Mario 64 was the console's best selling game (selling over 11 million copies), receiving much praise from critics and helping to pioneer three-dimensional control schemes. GoldenEye 007 was important in the evolution of the first-person shooter, and has been named one of the greatest in the genre. The Legend of Zelda: Ocarina of Time set the standard for future 3D action-adventure games and is considered by some to be the greatest game ever made.

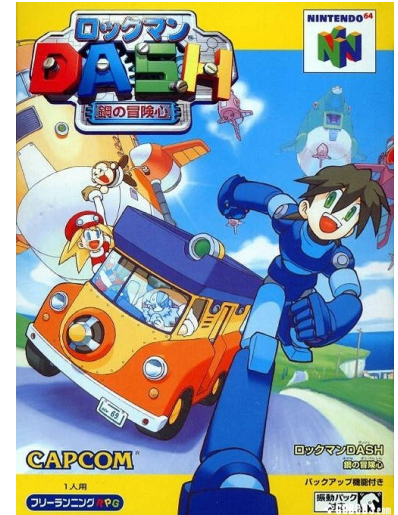
Nintendo 64 games are ROM cartridge based. Cartridge size varies from 4 to 64 MB. ROM cartridges are expensive and time-consuming to manufacture. Many cartridges include the ability to save games internally.

Nintendo cited several advantages for making the N64 cartridge-based. Primarily cited was the ROM cartridges' very fast load times in comparison to disc-based games. While loading screens appear in many PlayStation games, they are rare on the N64. Although vulnerable to long-term environmental damage the cartridges are far more resistant to physical damage than compact discs.

On the downside, cartridges took longer to manufacture than CDs, with each production run (from order to delivery) taking two weeks or more. This meant that publishers of N64 games had to attempt to predict demand for a game ahead of its release. They risked being left with a surplus of expensive cartridges for a failed game or a weeks-long shortage of product if they underestimated a game's popularity. The cost of producing an N64 cartridge was also far higher than for a CD. Publishers passed these expenses onto the consumer. N64 games cost an average of \$10 more when compared to games produced for rival consoles.

As fifth generation games became more complex in content, sound and graphics, games began to exceed the limits of cartridge storage capacity. N64 cartridges had a maximum of 64 MB of data, whereas CDs held over 650 MB. Software ported from other platforms was often heavily compressed or redesigned with the storage limits of a cartridge in mind. Due to the cartridge's space limitations, full motion video was not usually feasible for use in cutscenes. When it was present, it was compressed to fit on the cartridge, extremely pixelated, and usually of very brief length.

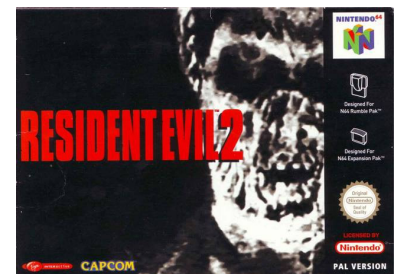
Nintendo's controversial selection of the cartridge medium for the Nintendo 64 has been cited as a key factor in Nintendo losing its dominant position in the gaming market. Some of the cartridge's advantages are difficult for developers to manifest prominently, requiring innovative solutions which only came late in the console's life cycle.



*Japanese release*



*North American release*



*European release*



# ON SEPTEMBER 30th, DINOSAURS WILL FLY!



Because on that day, the home entertainment world starts spinning at 64 bits — faster than any video game system or personal computer ever made. Live your dream: Nintendo 64 and its revolutionary 3-D controller will send you as far into the game as you dare to go.

Over the top. Out on the edge. Choose your hero: *James Bond*, *Ken Griffey, Jr.*, *Super Mario*. Or even *Darth Vader*. You'll find them on games exclusive to Nintendo 64. Players will rock. Competitors will weep.

**Is it worth the wait?**



**Only if you want the best!**

 **NINTENDO<sup>64</sup>**

**Nintendo**

VINTAGE COMPUTING AND GAMING  
*Retro Scan up the block*

Original Scan by VCS&G for entertainment purposes. We claim no rights over this image, but if you use it, we would appreciate some credit. Thanks in advance!  
[www.vintagecomputing.com](http://www.vintagecomputing.com)

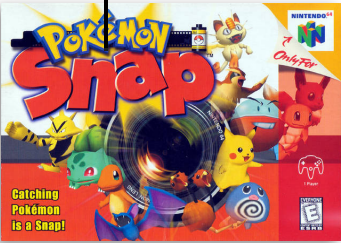
# N64 GAMES

This is the main portion of the book. A collection of every official Nintendo 64 game with a sweet cover art, a screen-shot and some information about the game.


## Page Break-Down

This is a break-down of what the PSX GAMES pages consist of:

A.NTSC Cover-Art



B.PAL Cover-Art



Rarity US: 1  
Rarity EU: 1


C.Info

### Pokémon Snap

Developer	HAL Laboratory
Publisher	Nintendo
Release date	(us) June 30, 1999 (eu) September 15, 2000
Genre	Shooter, Rail
Players	1 Player


Originally announced as a Nintendo 64DD title, development of Pokémon Snap was moved to the Nintendo 64 due to the 64DD's poor sales. The gameplay is similar to other first-person games, viewing from the perspective of protagonist Todd Snap as he moves automatically on a rail. The objective of the game is to take pictures of Pokémon, using items such as apples and "pester balls" to achieve better shots.

D.



E.

7.3



F.

### A. NTSC Cover-Art

This is the North American cover art. I used GameFAQs for much of the pictures. If a cover is not present, that means the game did not have a North American release, and a screen-shot was placed instead.

### B. PAL Cover-Art

This is cover art for the PAL release. If a cover is not present, a screenshot was placed instead.

### C. Info

The Info box is hard to get right. The Developers of N64 games is often different on sites, and it's difficult to find what is true. I suspect some of my information is wrong, and often the developer credited is actually the makers of the original game, e.g. arcades, and not the one who did the N64 port for example. I found most of the information from Wikipedia. In the info or trivia section, i wanted some sentences that was informativ, interesting, and/or fun. If i did not use wikipedia or change the content to much, and did a direct transcript, i would try to credit the source material. The credit is in *italic*.



#### D. Title Screen

This is a screenshot from the title screen of the game, found wherever. More often than not on emuparadise.com (a great site for emulation).

#### E. Web Reviews

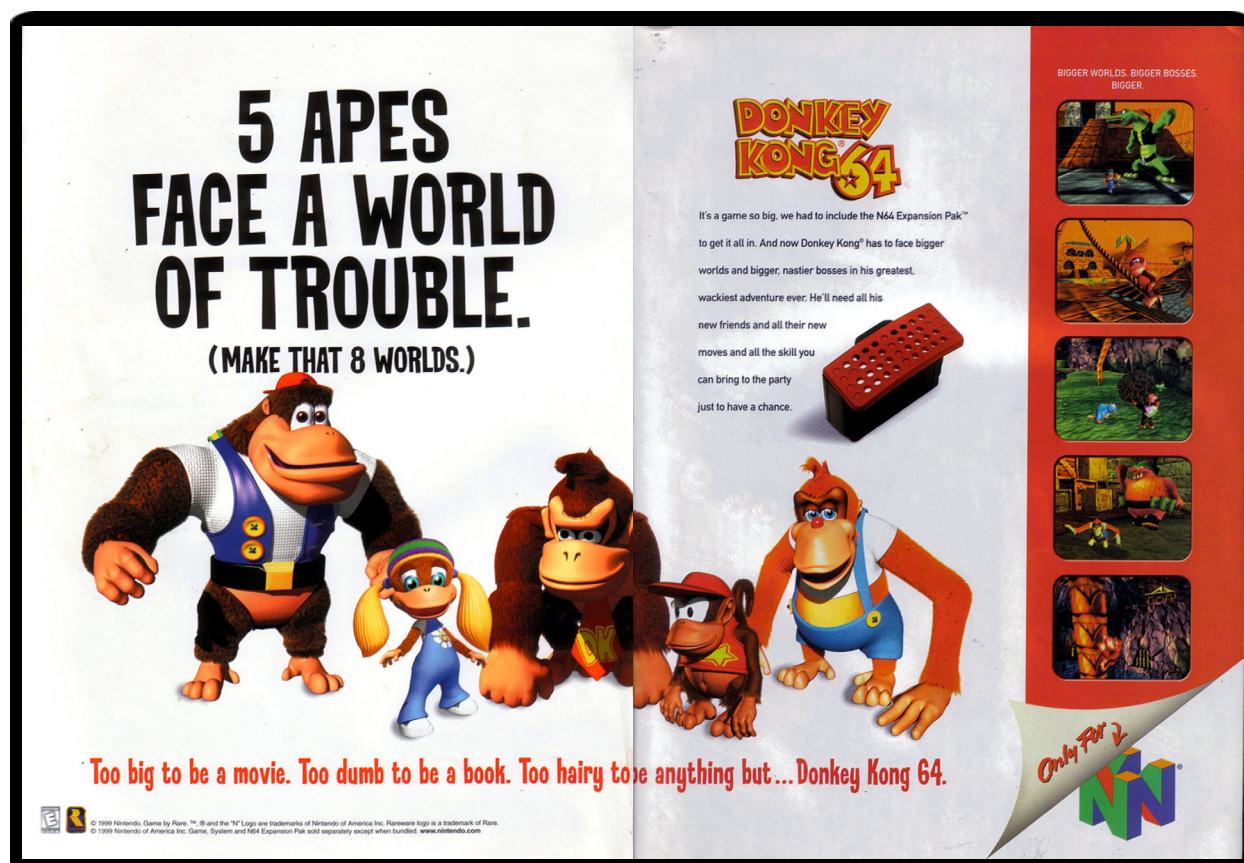
The review score SHOULD and MUST be taken with a grain of salt. I used the review score from "GameFAQs.com", cause` they could often be seen as fair, as they usually are reviews by several users. Though, some of the more obscure games often had few reviews, and could be seen as biased. If the site did not have a review, i would not include one, as seen on the many unlicensed games.

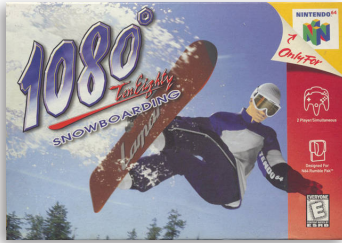
#### F. Screen-shot

This is a random screenshot from the game. I mainly used either Gamefaq.com or emuparadise.

#### G. Rarity

The rarity are from different places. For the NTSC rarity, I used NintendoAge.com. For the PAL release and Japanese exclusive, I used micro-64.com. The score should be used as a reference point, and not to be taken all too literally.





Rarity US: 2  
Rarity EU: 1

## 1080° Snowboarding

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) March 31, 1998  
 (eu) October 9, 1998  
**Genre** Sports  
**Players** 1-2 Players

The game is a snowboard racing video game where the player controls one of five playable snowboarders from a third-person perspective using a combination of buttons to jump and perform tricks over eight levels.

The game garnered critical acclaim and won an Interactive Achievement Award from the Academy of Interactive Arts and Sciences.

7.1

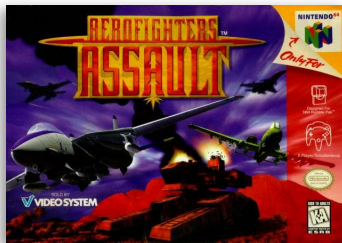


## Aero Fighters Assault

**Developer** Paradigm Entertainment  
**Publisher** Video System  
**Release date** (us) October 30, 1997  
 (eu) April 15, 1998  
**Genre** Simulation, Flight Combat  
**Players** 1-2 Players

Aero Fighters Assault, known in Japan as Sonic Wings Assault, is an arcade style combat flight simulator. It is the first and only game in the Aero Fighters series with 3D computer graphics, as well as the sixth and final title of the series before Video System filed for bankruptcy sometime in 2001. It pits a group of four pilots going after a fictional world-dominating organization Phutta Morgana.

6.4



Rarity US: 4  
Rarity EU: 4

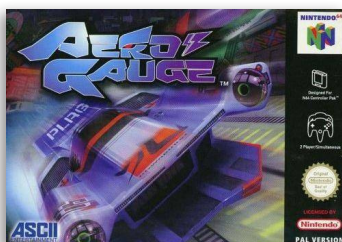


## AeroGauge

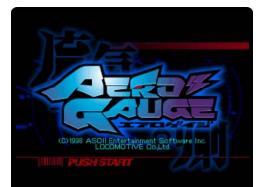
**Developer** Pacific Coast Power & Light  
**Publisher** ASCII Entertainment  
**Release date** (us) April 30, 1998  
 (eu) May 1, 1998  
**Genre** Racing  
**Players** 1-2 Players

AeroGauge is a futuristic hovercraft racing game. The game runs basically along the same conceptual lines of play as Psygnosis' Wipeout or Acclaim's Extreme G. The main difference is that the vehicles in the game fly instead of staying a few meters over the track, so it's possible to maneuver them in the air (unlike the previously mentioned games).

6.4



Rarity US: 3  
Rarity EU: 4





6.4



## Aidyn Chronicles: The First Mage

**Developer** H2O Interactive  
**Publisher** THQ  
**Release date** (us) March 14, 2001  
 (eu) August 3, 2001  
**Genre** Adventure, Role Playing  
**Players** 1 Player

In this 3D fantasy role-playing game, players must complete a set of quests, through the use of items and magic, while following a slightly non-linear storyline, choosing the order in what to embark tasks on. The game features two distinctive different modes: exploring and fighting.

*"mobygames.com"*



Rarity US: 4  
 Rarity EU: 5

6.5



## Air Boarder 64

**Developer** Human Entertainment  
**Publisher** Human Entertainment  
**Release date** (eu) November, 1998  
**Genre** Sports  
**Players** 1-2 Players

Air Boarder 64 is a game that resembles skateboarding games like Tony Hawk's Pro Skater but with a certain aspect of it being quite different. Instead of the usual skateboards the game features hover boards.

It was to be released under the name AirBoardin' USA in North America by ASCII Entertainment, but was cancelled. The reason it is thought to be cancelled is because of the quantity of levels and rushed design.



Rarity EU: 4

7.2

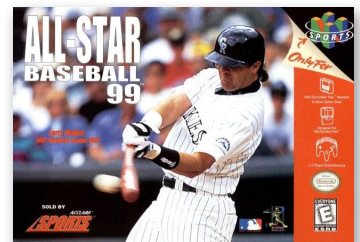


## All-Star Baseball 99

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) April 30, 1998  
 (eu) August 1, 1998  
**Genre** Sports  
**Players** 1-4 Players

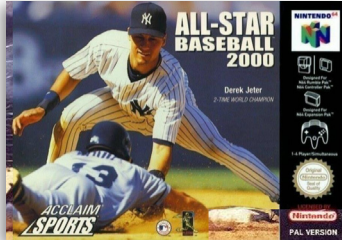
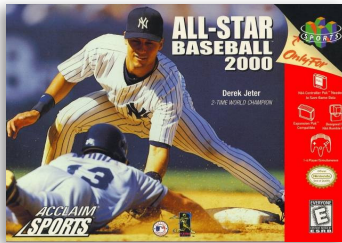
All 30 Major League Baseball teams feature in the first All-Star Baseball title by Acclaim. Game modes include Training, Season, Playoff, World Series, plus an All-Star Match, Home Run Derby, and MLB trivia. 100 different batting styles are featured, as well as motions such as sliding catches, base collisions, kneeling throws and broken bats.

*"mobygames.com"*



Rarity US: 2  
 Rarity EU: 4





Rarity US: 3  
Rarity EU: 4

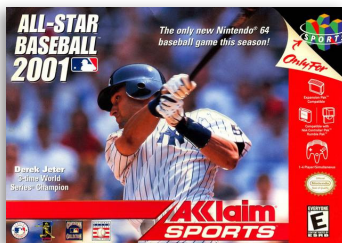
## All-Star Baseball 2000

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) March 31, 1999  
(eu) May 1, 1999  
**Genre** Sports  
**Players** 1-4 Players

Second in the All-Star Baseball series, All-Star Baseball 2000 includes a range of improvements and new features over All-Star Baseball '99: Motion captured technology allows for a realistic representation of player movements. Improved roster management. Play a 162 game inter-league season or the complete 1999 MLB scheduled season.

*"mobygames.com"*

7.0



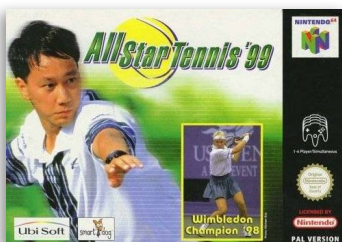
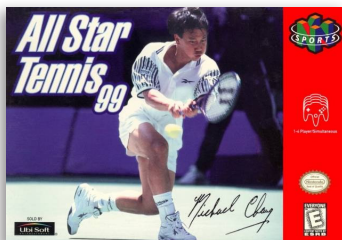
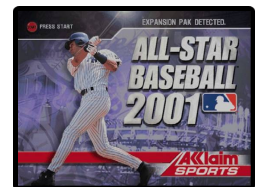
Rarity US: 3

## All-Star Baseball 2001

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) February 29, 2000  
**Genre** Sports  
**Players** 1-4 Players

The last All-Star Baseball on the N64 once again includes some new features as well as improvements to previous play modes and options. For 2001, a new team is included, The Coopertown Legends, featuring a selection of some of the finest players to ever grace the MLB, including Yogi Berra, Willie Stargell and Reggie Jackson. Along with the legends team, players can choose from every player, team and stadium from the real 2000 MLB season.

7.6



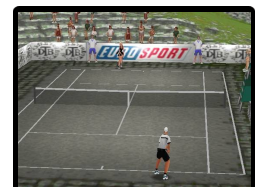
Rarity US: 5  
Rarity EU: 4

## All Star Tennis '99

**Developer** Smart Dog  
**Publisher** Ubisoft  
**Release date** (us) August 31, 1999  
(eu) June 25, 1999  
**Genre** Sports  
**Players** 1-4 Players

All Star Tennis '99 is a simulation tennis game for the Nintendo 64, PlayStation, and Game Boy Color. It was one of the first tennis games for the N64 and the only one for that system in the USA until Mario Tennis. It was preceded by Let's Smash/Centre Court Tennis in Japan and Europe, for the Nintendo 64, while being one of many tennis games on PlayStation and Game Boy Color.

5.4





5.9



## Armorines: Project S.W.A.R.M.

<b>Developer</b>	Acclaim
<b>Publisher</b>	Acclaim
<b>Release date</b>	(us) November 30, 1999 (eu) December 17, 1999
<b>Genre</b>	First-Person Shooter
<b>Players</b>	1-4 Players

Armorines: Project S.W.A.R.M. is a futuristic first-person shooter game featuring a top-down perspective. It is based on the Armorines comic book from Valiant Comics, which was bought by Acclaim Entertainment.

The game has two characters to choose from: Tony Lewis and Myra Lane. Each has a different starting weapon. It is also compatible with Nintendo's Rumble Pak.



Rarity US: 3  
Rarity EU: 2

6.9

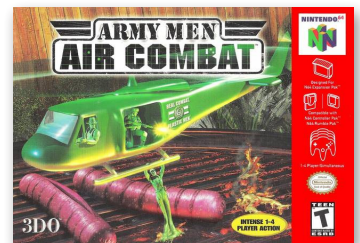


## Army Men: Air Combat

<b>Developer</b>	3DO
<b>Publisher</b>	3DO
<b>Release date</b>	(us) July 14, 2000
<b>Genre</b>	3D Shooter
<b>Players</b>	1-4 Players

Army Men: Air Attack, released as Army Men: Air Combat on the Nintendo 64, is the fourth game in 3DO's Army Men series.

Army Men: Air Attack, similarly to its predecessors, was a mission-based shooter set in a universe of plastic toy army men, the biggest difference being the emphasis on aerial helicopter combat.



Rarity US: 3

6.4



## Army Men: Sarge's Heroes

<b>Developer</b>	3DO
<b>Publisher</b>	3DO
<b>Release date</b>	(us) September 30, 1999 (eu) April 14, 2000
<b>Genre</b>	3D Shooter
<b>Players</b>	1-4 Players

Army Men: Sarge's Heroes is an action-shooter video game and part of the Army Men series of video games based on the plastic toy soldiers. The player normally controls Sarge, a Sergeant in the Green Army and fights evil General Plastro and the members of the Tan Army. The game's storyline is somewhat dark, partly because of General Plastro's killings.



Rarity US: 3  
Rarity EU: 4





Rarity US: 3

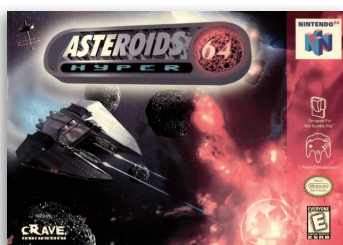
## Army Men: Sarge's Heroes 2

<b>Developer</b>	3DO
<b>Publisher</b>	3DO
<b>Release date</b>	(us) September 26, 2000
<b>Genre</b>	3D Shooter
<b>Players</b>	1-4 Players

Army Men: Sarge's Heroes 2 is the sequel to Army Men: Sarge's Heroes. Unlike the previous game where it was more dark in tone, this game has more of a lighthearted storyline.

The game was met with very mixed to negative reception. GameRankings and Metacritic gave it a score of 48% and 46 out of 100 for the Nintendo 64 version.

6.8



Rarity US: 4

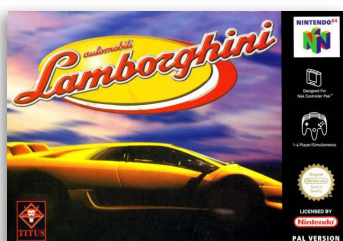
## Asteroids Hyper 64

<b>Developer</b>	Syrox Developments
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) December 14, 1999
<b>Genre</b>	Shooter
<b>Players</b>	1-2 Players

An updated version of the classic arcade blast 'em up, this game features full 3D environments, all-new weapons and defense systems and a 2-player split-screen mode. The gameplay is exactly the same. Players pilot a spacecraft and destroy the oncoming asteroids, each of different sizes, defeating the enemy boss at the end of each level.

*"mobygames.com"*

6.2

Rarity US: 3  
Rarity EU: 2

## Automobili Lamborghini

<b>Developer</b>	Titus Software
<b>Publisher</b>	Titus Software, Taito
<b>Release date</b>	(us) November 30, 1997 (eu) December 1, 1997
<b>Genre</b>	Racing
<b>Players</b>	1-4 Players

Automobili Lamborghini is a racing video game developed and published by Titus Software for the Nintendo 64. It is a successor to their earlier Lamborghini American Challenge.

The game is an arcade-style racing game similar to the Ridge Racer or Need for Speed series.

5.6





"This could be THE driving game of the year."  
Q64

"Some of the most stunning visuals ever witnessed on the N64!"  
GameFan Magazine

Feel the road in your bones  
Compatible with Rumble Pak



# GRAB THE BULL BY THE HORNS.

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Your bull is waiting.



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Strategic camera angles that catch every hair-raising turn!

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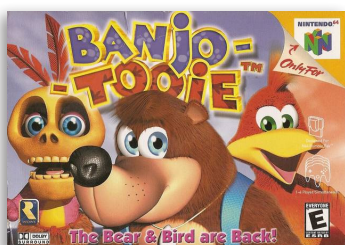
Rarity US: 1  
Rarity EU: 2

## Banjo-Kazooie

**Developer** Rare  
**Publisher** Nintendo  
**Release date** (us) May 31, 1998  
(eu) July 17, 1998  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

Banjo-Kazooie was under development for more than two and a half years and was originally intended to be an adventure game named Project Dream for the SNES. The game was a critical and commercial success, selling nearly two million copies in the United States and receiving an aggregated review score of 92 out of 100 from Metacritic. The game was praised for its detailed graphics, immersive sound, and intricate level design.

8.6



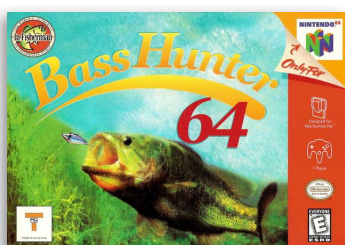
Rarity US: 3  
Rarity EU: 2

## Banjo-Tooie

**Developer** Rare  
**Publisher** Nintendo  
**Release date** (us) November 19, 2000  
(eu) April 12, 2001  
**Genre** Adventure, 3D Platformer  
**Players** 1-4 Players

Development of the game started in June 1998, directly after the release of its predecessor. Several new features were cut from the game due to time constraints and limitations of the Nintendo 64 hardware. Banjo-Tooie features levels that are significantly larger than those of its predecessor and requires the player to complete various challenges such as solving puzzles, collecting items, and defeating bosses.

8.6



Rarity US: 3  
Rarity EU: 5

## Bass Hunter 64

**Developer** Gear Head Entertainment  
**Publisher** Take-Two Interactive  
**Release date** (us) June 30, 1999  
(eu) October 22, 1999  
**Genre** Sports  
**Players** 1 Player

Bass Hunter 64 is mainly a fishing tournament game with an optional "Fish for Fun" mode. The player can only play one portion of the first lake, and can choose whether they will have a male or female character to fish with. They begin with four lures, two line weights, reel, rod, and a boat, the remaining items in the game must be purchased by winning points in the tournament mode.

6.2





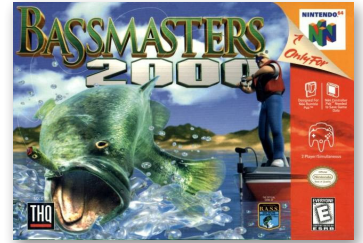
7.0



## Bass Masters 2000

<b>Developer</b>	Mass Media
<b>Publisher</b>	THQ
<b>Release date</b>	(us) December 31, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

BassMasters 2000 is a fishing simulation game which counts a total of 4 modes and has a variety of customizable options. Players can create and save up to 7 anglers through the "Create Angler" option, customising characteristics such as sex, hair, face, clothes, etc. Other customisable options include "Lake Conditions" (lake location, season, weather, time, etc.), "Boat" (boat model, engine, etc.) and "Tackle" (rod/reel, line, lure, etc.).



Rarity US: 5

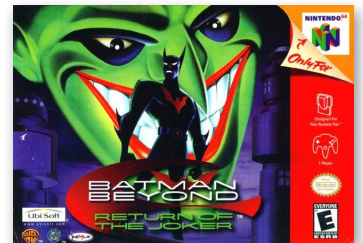
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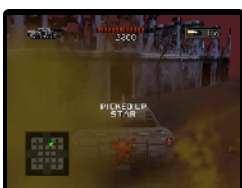
## Batman Beyond: Return of the Joker

<b>Developer</b>	Kemco
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) December 13, 2000 (eu) January 19, 2001
<b>Genre</b>	Action, Adventure
<b>Players</b>	1 Player

Batman Beyond: Return of the Joker, or Batman of the Future: Return of the Joker as it is known in Europe, was released to coincide with the film of the same name, and is largely based on the original TV series. Similar to games like Final Fight, Batman Beyond plays as a beat 'em up.

Rarity US: 5  
Rarity EU: 5

6.9



## BattleTanx

<b>Developer</b>	3DO
<b>Publisher</b>	3DO
<b>Release date</b>	(us) December 31, 1998
<b>Genre</b>	Simulation, Tank Combat
<b>Players</b>	1-4 Players

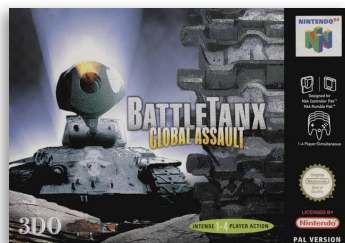
BattleTanx is a 1998 action game. The game was followed by a 1999 sequel, titled BattleTanx: Global Assault.

There are three tanks in the game for the player to choose from. The player can choose between a Moto Tank, M1A1 Abrams MBT, or the Goliath. There are 17 levels to complete in order to finish the single player game, all of which are filled with enemy tanks.



Rarity US: 4





Rarity US: 3  
Rarity EU: 5

## BattleTanx: Global Assault

**Developer** 3DO  
**Publisher** 3DO  
**Release date** (us) August 31, 1999  
 (eu) April, 2000  
**Genre** Simulation, Tank Combat  
**Players** 1-4 Players

BattleTanx: Global Assault is an action game in which players control futuristic tanks in a post-apocalyptic scenario. It is a sequel to the N64 game BattleTanx, which utilized the same method of game play. 3DO went bankrupt before another sequel could be released.

7.5



Rarity US: 6  
Rarity EU: 6

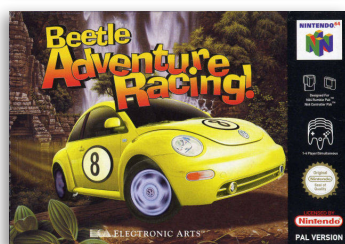
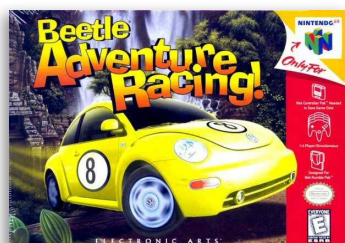
## Battlezone: Rise of the Black Dogs

**Developer** Climax Group  
**Publisher** Crave Entertainment  
**Release date** (us) March 30, 2000  
**Genre** Simulation, Tank Combat  
**Players** 1-4 Players

Battlezone: Rise of the Black Dogs is a tank based strategy game. Despite the name, it bears little resemblance to the 1980 arcade game Battlezone, but is instead based on the PC remake.

The game offers three modes of single-player play in addition to a comprehensive set of training missions.

7.0



Rarity US: 3  
Rarity EU: 3

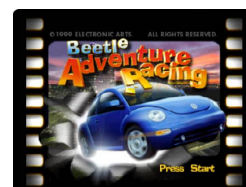
## Beetle Adventure Racing!

**Developer** Paradigm Entertainment  
**Publisher** Electronic Arts  
**Release date** (us) February 28, 1999  
 (eu) September 4, 1999  
**Genre** Racing, Adventure  
**Players** 1-4 Players

Beetle Adventure Racing! is a racing game. Each vehicle in the game is a Volkswagen New Beetle, which was released the previous year.

In addition to its original release, the game was released in Australia as HSV Adventure Racing. This version replaced the Beetles with HSV Commodores.

7.5





7.2



## Big Mountain 2000

<b>Developer</b>	Imagineer
<b>Publisher</b>	SouthPeak Interactive, Imagineer
<b>Release date</b>	(us) October 10, 2000
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

Big Mountain 2000 puts the player in control of a racer using either snowboard or skis. There are three different modes to choose from: time attack, multi-player and championship. The player can design custom gear, including equipment, and clothing.

As the player advances through the game, experience is gained and new levels can be unlocked.



Rarity US: 4

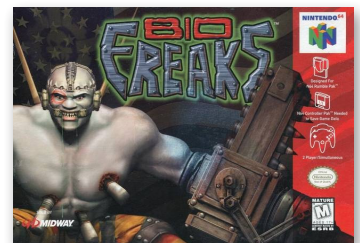
5.4



## Bio F.R.E.A.K.S.

<b>Developer</b>	Saffire
<b>Publisher</b>	Midway
<b>Release date</b>	(us) May 31, 1998 (eu) September 1, 1998
<b>Genre</b>	Fighting
<b>Players</b>	1-2 Players

Bio F.R.E.A.K.S. is a 3D fighting video game. It was originally planned for arcades. Prototypes of the game were tested at arcades, but the final arcade release was canceled (although a ROM image of the prototype was eventually dumped and works in MAME) and the game was later released for the PlayStation, Nintendo 64 and PC.



Rarity US: 4  
Rarity EU: 3

7.3



## Blast Corps

<b>Developer</b>	Rare
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) February 28, 1997 (eu) September 1, 1997
<b>Genre</b>	Strategy
<b>Players</b>	1 Player

Blast Corps is an action video game for the Nintendo 64. The object of the game is to destroy a series of buildings using a variety of unique demolition vehicles, mainly in order to clear a path for a truck carrying a pair of defective nuclear missiles. Some stages require other tasks to be completed, most of them being time attacks.



Rarity US: 3  
Rarity EU: 3





Rarity US: 4  
Rarity EU: 5

## Blues Brothers 2000

<b>Developer</b>	Player 1
<b>Publisher</b>	Titus Software
<b>Release date</b>	(us) November 16, 2000 (eu) November 16, 2000
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	(us) 1-2 Players, (eu) 1-4 Players

Blues Brothers 2000 is a platformer, loosely based on the band and the film. Due to major delays it was released two years after the film of the same name but on the year the film was set.

The game was met with mixed to negative reception upon release.

5.1



Rarity US: 4  
Rarity EU: 2

## Body Harvest

<b>Developer</b>	DMA Design
<b>Publisher</b>	(us) Midway, (eu) Gremlin Interactive
<b>Release date</b>	(us) September 30, 1998 (eu) September 30, 1998
<b>Genre</b>	Adventure, 3D shooter
<b>Players</b>	1 Player

Body Harvest is a video game for the Nintendo 64, developed by DMA Design (later renamed Rockstar North). It was originally intended to be an Nintendo 64 launch title, but was delayed due to its original publisher, Nintendo, having issues with the game's violent themes, and eventual dropping of the title, leaving DMA to find a new publisher. It was eventually published by Gremlin Graphics in October 1998.

6.9



Rarity US: 4  
Rarity EU: 1

## Bomberman 64

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) November 30, 1997 (eu) November 1, 1997
<b>Genre</b>	Adventure, Puzzle
<b>Players</b>	1-4 Players

Bomberman 64 is the first 3-D game within the Bomberman series. It also implements a different single-player mode by incorporating action-adventure and platforming stages, instead of arenas in which enemies or other elements must be destroyed. The game has spawned two sequels on the N64: Bomberman Hero (1998) and Bomberman 64: The Second Attack (2000).

7.3





7.8



## Bomberman 64: The Second Attack

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Vatical Entertainment
<b>Release date</b>	(us) May 28, 2000
<b>Genre</b>	Action, Adventure
<b>Players</b>	1-4 Players

In many aspects, the game plays identical to Bomberman 64. There is no jumping, there are pump-able bombs, bomb kicking is possible and the player has the ability to remotely detonate bombs. However, as opposed to the circular explosions of the first Nintendo 64 title, the explosions in The Second Attack are the traditional cross “+” shape.



Rarity US: 6

7.1



## Bomberman Hero

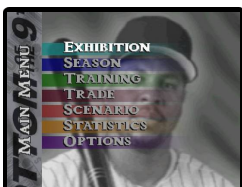
<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 1, 1998 (eu) October 1, 1998
<b>Genre</b>	Action, Adventure
<b>Players</b>	1 Player

Bomberman Hero is the second Bomberman game for the Nintendo 64. Bomberman Hero is more advanced in terms of gameplay, as well as having more levels, bosses, weapons, and character moves. However, it lacks multi-player and therefore focuses on the single player action.

This game is also available on the Wii's Virtual Console service.

Rarity US: 3  
Rarity EU: 3

6.4

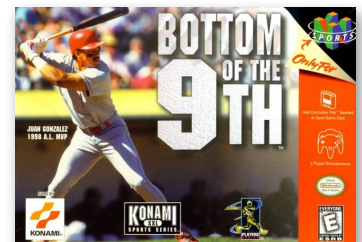


## Bottom of the 9th

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) April 14, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

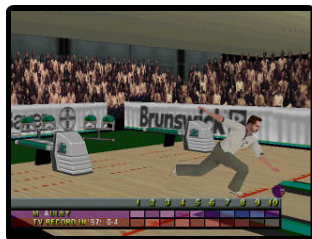
Bottom of the 9th is a baseball game by Konami for the Nintendo 64. It is a heavily updated version of Konami's 1989 arcade game Bottom of the Ninth. It was originally released for the Sega Saturn.

Along with the standard modes for a baseball game, this one also featured the ability to customize their teams and choose any player to create their “Dream Team”.



Rarity US: 4





Rarity US: 4

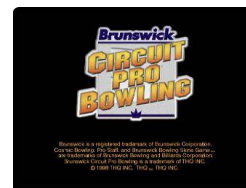
## Brunswick Circuit Pro Bowling

<b>Developer</b>	Point of View
<b>Publisher</b>	THQ
<b>Release date</b>	(us) December 23, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Brunswick Circuit Pro Bowling is a ten pin bowling game.

These are the following game modes: Exhibition, Skins, Tournament, Career, Practice, and Cosmic. There are different lane conditions and different balls that react differently as well as a physics engine that simulates real-life bowling physics.

7.6

Rarity US: 4  
Rarity EU: 2

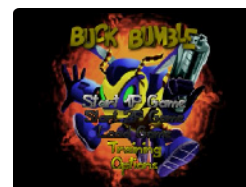
## Buck Bumble

<b>Developer</b>	Argonaut Games
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) September 30, 1998 (eu) December 18, 1998
<b>Genre</b>	Adventure, Shooter
<b>Players</b>	1-2 Players

Buck Bumble is an action video game for the Nintendo 64 developed by British video game company Argonaut Games.

A special 'Buck Bumble' rumble pack was packaged with the UK version. The game was built with the rumble feature in mind, allowing the player to feel when they are hit, increasing the realism.

6.0





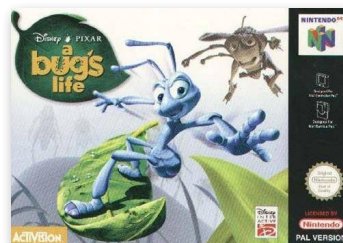
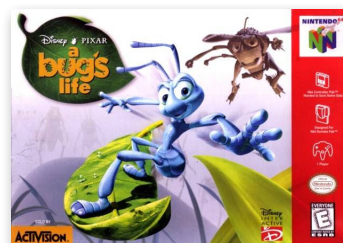
5.7



## A Bug's Life

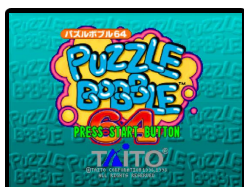
**Developer** Traveller's Tales  
**Publisher** Activision  
**Release date** (us) April 30, 1999  
 (eu) January 1, 1999  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

A Bug's Life is a platform game with different goals in each of 15 levels. Most of the goals deal with getting the main character, Flik, to do events that match the storyline of the movie. When the player finishes a level, that player can proceed to the next level. Each new level starts with a new short animation from the movie. If the player collects all of the bonus items in a level, that player gets a bonus movie.



Rarity US: 2  
 Rarity EU: 4

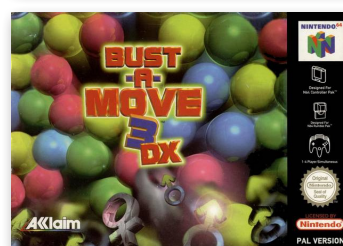
7.2



## Bust-A-Move '99

**Developer** Distinctive Developments  
**Publisher** Acclaim  
**Release date** (us) April 30, 1999  
 (eu) November, 1998  
**Genre** Arcade, Puzzle  
**Players** 1-4 Players

Bust-a-Move '99, released as Bust-a-Move 3 DX in Europe, is a remake of Puzzle Bobble 3, also known as Bust-A-Move 3. Like its predecessors, the player is tasked with shooting balls at groups of balls, creating groups of 3 or more, which are then removed from play.



Rarity US: 4  
 Rarity EU: 4

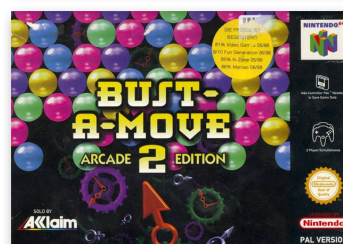
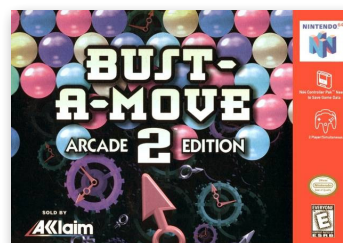
7.2



## Bust-A-Move 2: Arcade Edition

**Developer** Probe Entertainment  
**Publisher** Acclaim  
**Release date** (us) April 30, 1998  
 (eu) 1998  
**Genre** Arcade, Puzzle  
**Players** 1-2 Players

Bust-A-Move 2 is the first sequel to "Puzzle Bobble". The game is a spin-off from Bubble Bobble. The game builds on the original by adding a tournament style variation on the two player game for play against the computer and by adding a branching map to the one player game, allowing the player to periodically select one of two groups of five levels to play next, leading to different game endings.



Rarity US: 4  
 Rarity EU: 3





Rarity US: 3

## California Speed

<b>Developer</b>	Atari Games
<b>Publisher</b>	Midway
<b>Release date</b>	(us) February 28, 1999
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

California Speed is similar to games like Cruis'n USA and San Francisco Rush. Players drive through the streets of California with exotic jumps and crazy tracks. Players travel the streets with eight different racers on the track trying to take the lead. Sometimes on the road they encounter traffic they must avoid and hills to jump. Players get to choose a lineup of generic cars to race with either the Automatic or Manual transmission.

6.4

Rarity US: 6  
Rarity EU: 3

## Carmageddon 64

<b>Developer</b>	SCi
<b>Publisher</b>	Titus Software
<b>Release date</b>	(us) December 5, 1999 (eu) October 22, 1999
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

Carmageddon was originally released for DOS in 1997, and was eventually ported to Nintendo 64. The Nintendo 64 versions of Carmageddon are more similar to Carmageddon II.

The Nintendo 64 port was ill-received, being N64 Magazine's lowest rated game at 8% from 1999 till 2004.

4.3

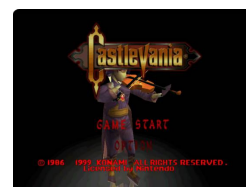
Rarity US: 2  
Rarity EU: 3

## Castlevania

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) December 31, 1998 (eu) May 14, 1999
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

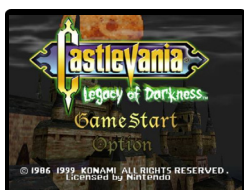
Castlevania is the first 3D game in the Castlevania series. The player selects one of the game's protagonists to control: Carrie Fernandez, a young orphan gifted with magic powers, or Reinhardt Schneider, the whip-wielding heir to the Belmont clan (the series' recurring protagonists). Carrie and Reinhardt set out on a quest to stop Count Dracula's impending return to power after a century of dormancy.

6.4





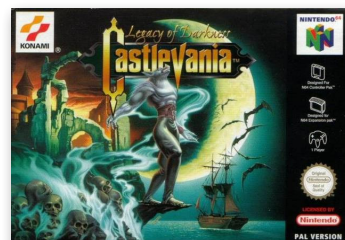
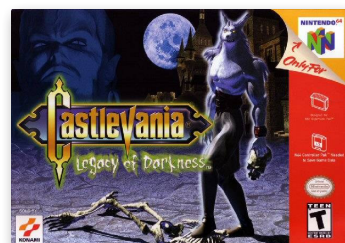
7.3



## Castlevania: Legacy of Darkness

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) November 30, 1999 (eu) March 3, 2000
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

Castlevania: Legacy of Darkness is a prequel and expanded version to the first Castlevania game on the Nintendo 64, but also contains a remake of the original game with improved graphics, added villains (Spider Queen, Medusa), and alternate versions of some levels (Forest of Silence, Tower of Science, Tower of Execution, Clock Tower).



Rarity US: 5  
Rarity EU: 3

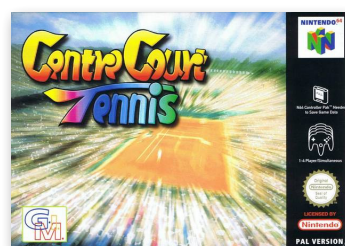
7.8



## Centre Court Tennis

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	BigBen Interactive, Hudson Soft
<b>Release date</b>	(eu) 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Centre Court Tennis features a multiplayer mode, a tournament mode and an exhibition mode. Players also have four mini-games, "Tennis Court Bingo", "Burning Barrels", "Run and Gun" & "Knock'em Down", where the goal is to hit certain objects in the tennis field. They can win special prizes for getting enough points.



Rarity EU: 5

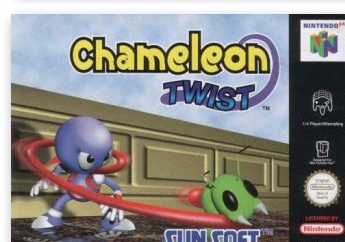
6.3



## Chameleon Twist

<b>Developer</b>	Japan System Supply
<b>Publisher</b>	Sunsoft
<b>Release date</b>	(us) November 30, 1997 (eu) December 6, 1997
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1-4 Players

Chameleon Twist stars Davy, a blue chameleon, as he travels across six themed worlds: Jungle Land, Ant Land, Bomb Land, Desert Castle, Kids Land, and Ghost Castle. Davy adventures through six worlds. The chameleon's elongated tongue can be used as a weapon, a means to traverse gaps, or as a way to leap onto platforms. Once the tongue is unrolled, it can be guided in any direction using the analog stick.



Rarity US: 4  
Rarity EU: 3





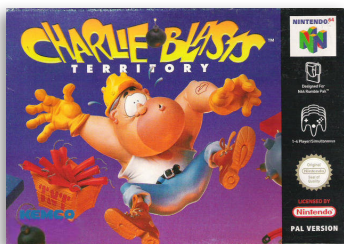
Rarity US: 5  
Rarity EU: 4

## Chameleon Twist 2

**Developer** Japan System Supply  
**Publisher** Sunsoft  
**Release date** (us) March 31, 1999  
(eu) 1999  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

Chameleon Twist 2 changed certain aspects of the original, such as the character designs and the switched colors of the main characters. New moves were added, such as a parachute that could be deployed to make a slow descent and that could be used in conjunction with the tongue. Moreover, vertical pole swings were added, rather than having only horizontal.

6.5



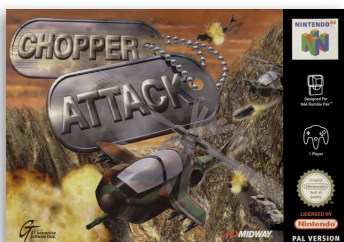
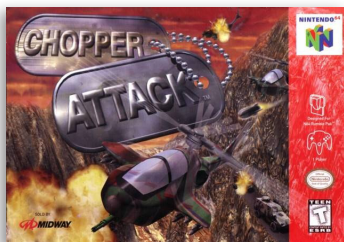
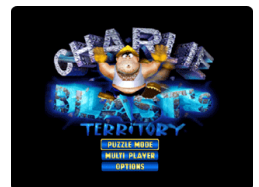
Rarity US: 5  
Rarity EU: 3

## Charlie Blast's Territory

**Developer** Realtime Associates  
**Publisher** Kemco  
**Release date** (us) April 30, 1999  
(eu) June 18, 1999  
**Genre** Strategy  
**Players** 1-4 Players

The player controls the game's main protagonist and is tasked to demolish a series of bombs located on 60 islands, taking place across six different environments. Players must use the bombs and other things located on each island to help him clear the bombs so he can proceed to the next island.

6.6



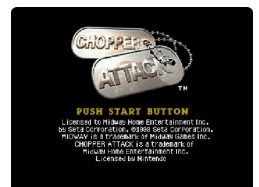
Rarity US: 3  
Rarity EU: 4

## Chopper Attack

**Developer** SETA  
**Publisher** Midway, SETA  
**Release date** (us) June 17, 1998  
(eu) September 1, 1998  
**Genre** Shooter  
**Players** 1 Player

Chopper Attack is a helicopter-based third-person shooter. The game features numerous missions in various locations. Missions include bombing the enemy's bases, escorting Air Force One through dangerous jungle terrain, and rescuing prisoners of war.

6.0





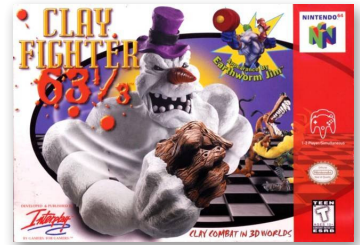
5.9



## ClayFighter 63 1/3

<b>Developer</b>	Interplay
<b>Publisher</b>	Interplay
<b>Release date</b>	(us) September 30, 1997 (eu) November 1, 1997
<b>Genre</b>	Fighting
<b>Players</b>	1-2 Players

ClayFighter 63 1/3 is a fighting video game. Its title is a parody of other games released for the N64 at the time, many of which were popular franchises with "64" suffixed (such as Super Mario 64). It, along with Rakugakids was one of the only 2D fighting games for the N64.



Rarity US: 5  
Rarity EU: 3

6.5



## ClayFighter Sculptor's Cut

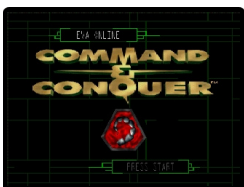
<b>Developer</b>	Interplay
<b>Publisher</b>	Interplay
<b>Release date</b>	(us) May 1, 1998
<b>Genre</b>	Fighting
<b>Players</b>	1-2 Players

ClayFighter: Sculptor's Cut was released as a Blockbuster Video rental exclusive in North America. Although this version could only be rented and not purchased from the video chain, Blockbuster did give customers the opportunity to win a copy of the game through an online contest. The game contains new storylines, easier menu navigation, further adjustments to the combat system, and a new introduction sequence with vocal lyrics.



Rarity US: 7

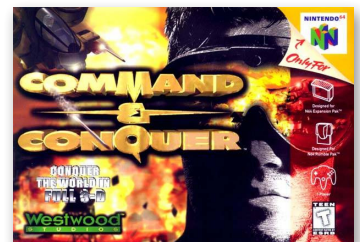
6.8



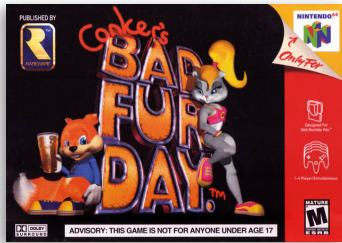
## Command & Conquer

<b>Developer</b>	Westwood Studios
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) May 31, 1999 (eu) July 30, 1999
<b>Genre</b>	Strategy
<b>Players</b>	1 Player

Command & Conquer develops ideas from Westwood's previous game Dune 2, forming a real-time strategy game. The game focuses on a war between two organizations, The Brotherhood of Nod and the Global Defense Initiative. The player can take control of either side for more than 15 missions. Both have different units and structures, including artillery, tanks and light infantry.



Rarity US: 2  
Rarity EU: 3



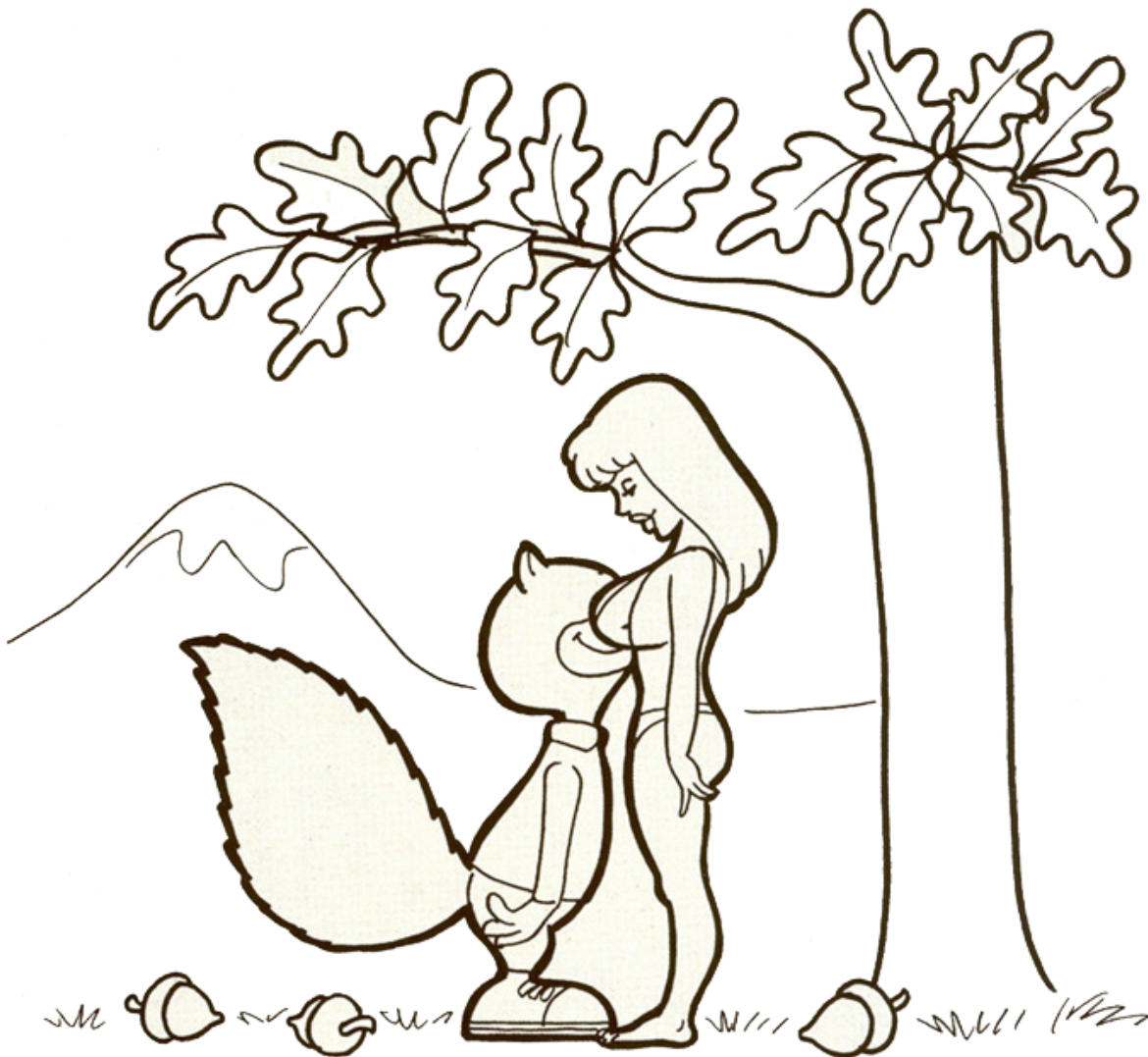
Rarity US: 4  
Rarity EU: 3

## Conker's Bad Fur Day

**Developer** Rare  
**Publisher** THQ, Rare  
**Release date** (us) March 4, 2001  
(eu) April 6, 2001  
**Genre** Adventure, 3D Platformer  
**Players** 1-4 Players

Conker's Bad Fur Day follows the story of Conker the Squirrel, a greedy, heavy-drinking red squirrel who is attempting to return home to his girlfriend Berri. The gameplay is composed of various challenges involving platforming, solving puzzles, fighting enemies, and gathering objects. These challenges are split across multiple chapters, each with a different theme.

8.4

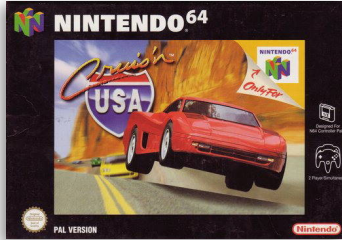
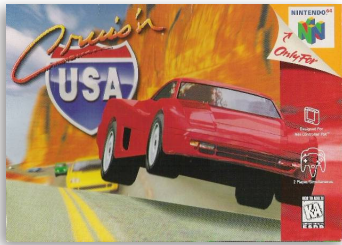


Conker is a squirrel. Squirrels hunt for acorns.  
Can you help Conker find some acorns?









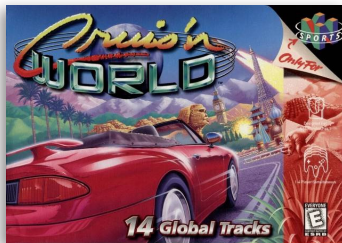
Rarity US: 2  
Rarity EU: 3

## Cruis'n USA

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) December 3, 1996  
(eu) April 12, 1998  
**Genre** Racing  
**Players** 1-2 Players

Cruis'n USA is an arcade racing game originally released in 1994. It is the first game in the Cruis'n series and features locations around the United States. Along with Killer Instinct, it was planned as a launch title for the Nintendo 64. Neither game made it out for Nintendo 64's launch, however, primarily because the arcade versions of both games were done on hardware that was very different and somewhat more powerful than the console.

6.5



Rarity US: 2  
Rarity EU: 4

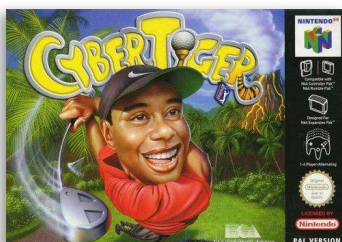
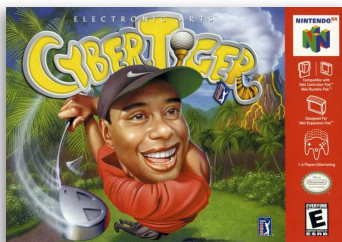
## Cruis'n World

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) September 28, 1998  
(eu) June 25, 1998  
**Genre** Racing  
**Players** 1-4 Players

While Cruis'n USA takes the player on a trip across the highways of America, Cruis'n World leads them to race all around the world. Courses, taken from the coin-op version, are located in: Egypt, Florida, Germany, Hawaii, Russia (in easy mode); England, France, Kenya, New York (in medium mode); Australia, China, Italy, Mexico (in expert mode).

"mobygames.com"

6.8



Rarity US: 4  
Rarity EU: 2

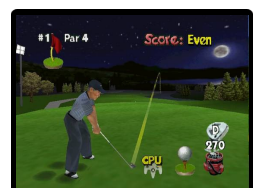
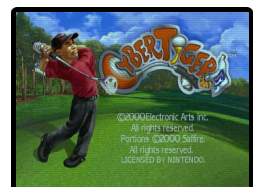
## CyberTiger

**Developer** Saffire  
**Publisher** Electronic Arts  
**Release date** (us) February 29, 2000  
(eu) May 5, 2000  
**Genre** Sports  
**Players** 1-4 Players

CyberTiger (also known as Cyber Tiger Woods Golf) is a golf video game featuring the professional golfer, Tiger Woods, for the Nintendo 64. Woods is the main opponent in the game and is the best rated player in the game.

The main objective is to play in tournaments through each circuit and defeat Cyber Tiger and other golfers to win the championship as a professional in career mode.

7.2



3.5



## Daikatana

**Developer** Kemco  
**Publisher** Kemco  
**Release date** (us) July 31, 2000  
 (eu) May 26, 2000  
**Genre** First-Person Shooter  
**Players** 1-4 Players

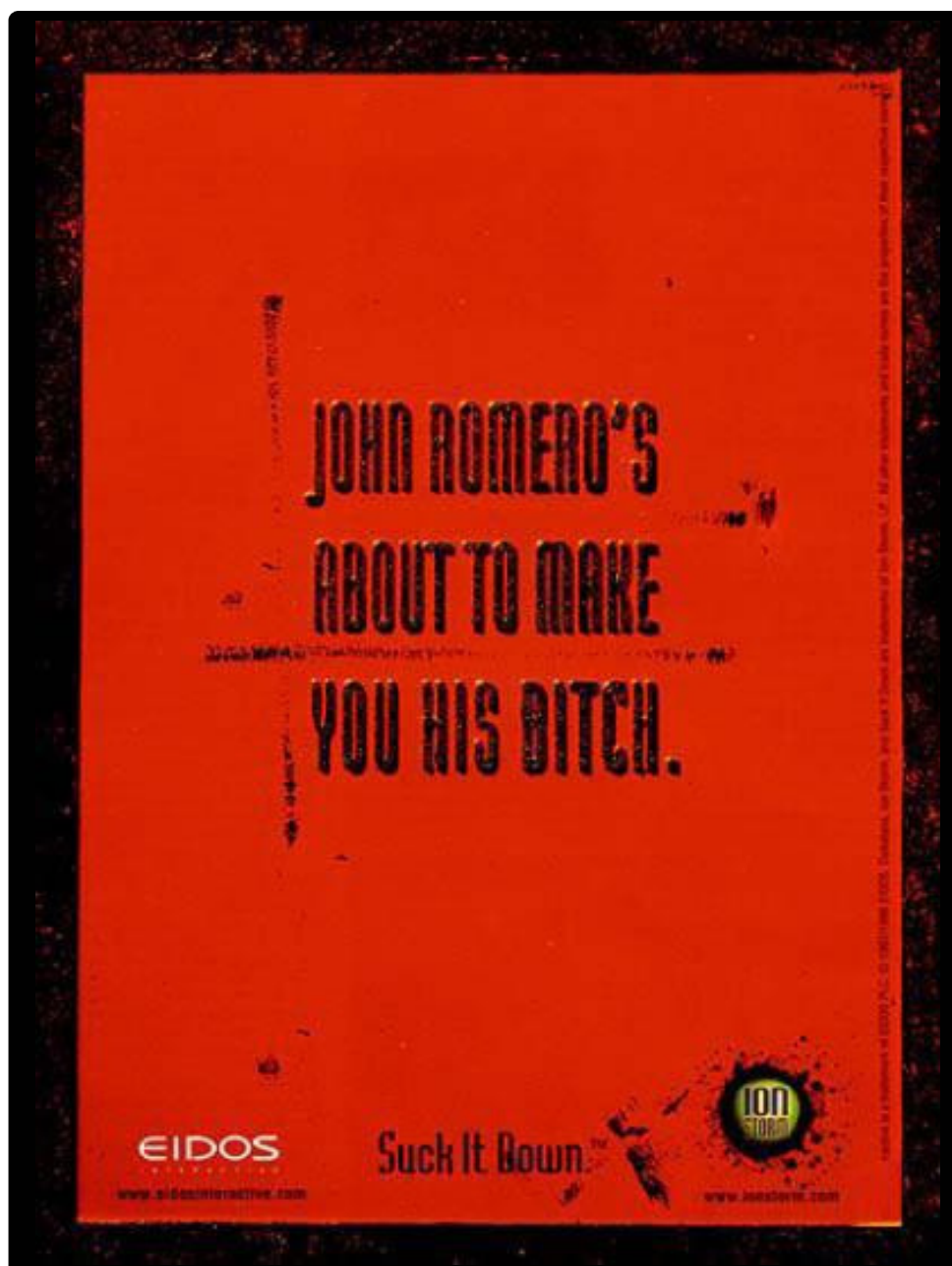
John Romero's Daikatana is a first-person shooter. The game is known as one of the major commercial failures of the video game industry.

The game is composed of 18 levels divided into 4 episodes. Each episode represents a different location and time period: 25th century Japan, ancient Greece, the Dark Ages in Norway, and near-future San Francisco.



Rarity US: 6

Rarity EU: 4







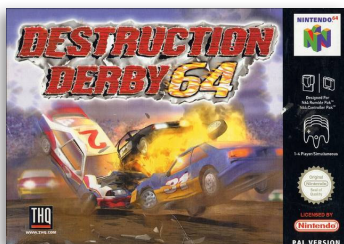
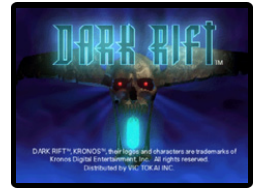
Rarity US: 2  
Rarity EU: 5

## Dark Rift

**Developer** Kronos Digital  
**Publisher** Vic Tokai  
**Release date** (us) June 30, 1997  
(eu) July 30, 1997  
**Genre** Fighting  
**Players** 1-2 Players

Dark Rift, Space Dynamites in Japan, is a 3D fighting video game for the N64, notable for being the first N64 game to use 60 fps, as well as being N64's first native fighting game. It is also unusual among fighting games in that fights go for a default three-out-of-five rounds, as opposed to the more conventional two-out-of-three.

5.8



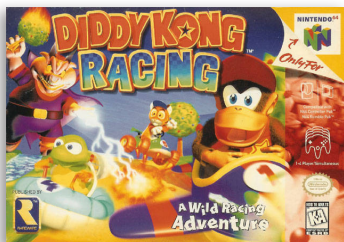
Rarity US: 4  
Rarity EU: 3

## Destruction Derby 64

**Developer** Looking Glass Studios  
**Publisher** THQ  
**Release date** (us) September 30, 1999  
(eu) October 12, 1999  
**Genre** Racing, Battle  
**Players** 1-4 Players

Destruction Derby is a vehicular combat racing video game. Based on the sport of demolition derby, the game tasks the player with racing and destroying cars to score points. The developers implemented simulated physics to make the results of collisions easier to predict, and they kept the game's tracks small to increase the number of wrecks.

7.1



Rarity US: 1  
Rarity EU: 1

## Diddy Kong Racing

**Developer** Rare  
**Publisher** Nintendo  
**Release date** (us) November 14, 1997  
(eu) November 21, 1997  
**Genre** Racing, Battle  
**Players** 1-4 Players

Diddy Kong Racing is a kart racing game. 800,000 copies were ordered in the two weeks before Christmas 1997, making it the fastest selling video game at the time, according to the Guinness Book of World Records. It was the first game to spin off from the Donkey Kong Country series and stands as the Nintendo 64's sixth best-selling game.

7.9





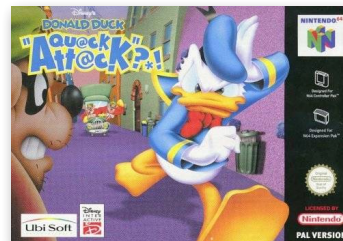
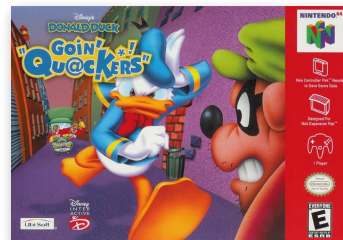
6.7



## Donald Duck: Goin' Quackers

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) December 20, 2000  
 (eu) December 8, 2000  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

Donald Duck: Goin' Qu@ckers\*, known as Donald Duck: Qu@ck Att@ck in Europe, is a platform game. Gameplay is similar to Crash Bandicoot. The levels alternate between a 2D and a 3D perspective. The story focuses on Donald Duck and his quest to save Daisy Duck from the evil magician Merlock.



Rarity US: 6  
 Rarity EU: 4

6.2

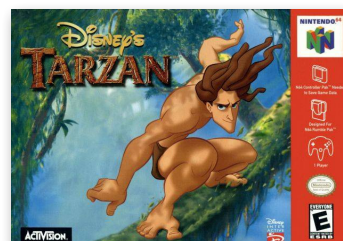


## Disney's Tarzan

**Developer** Eurocom  
**Publisher** Activision  
**Release date** (us) January 31, 2000  
 (eu) April 21, 2000  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

This little arcade game puts players in a role of Tarzan, a soon-to-be king of the jungle, leads them to a bunch of quest levels where they can collect coins, map pieces, 'TARZAN' letters and other stuff, as well as call his monkey friend from time to time that'll give him a brief explanation of things flyin' around.

*"mobygames.com"*



Rarity US: 4  
 Rarity EU: 5

8.0



## Donkey Kong 64

**Developer** Rare  
**Publisher** Nintendo  
**Release date** (us) November 24, 1999  
 (eu) December 6, 1999  
**Genre** Adventure, 3D Platformer  
**Players** 1-4 Players

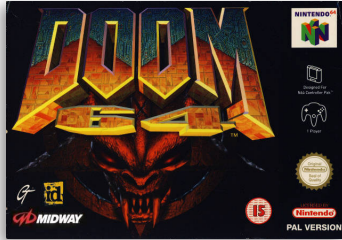
Donkey Kong 64 is a follow-up to the Donkey Kong Country trilogy on the SNES, with many levels containing elements from those games, such as the mine carts and the bonus stages.

The game was one of only three Nintendo 64 games to require the Expansion Pak, which provides 4 MB more RAM for enhanced graphics.



Rarity US: 1  
 Rarity EU: 1





Rarity US: 3  
Rarity EU: 2

## Doom 64

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) March 31, 1997  
(eu) December 2, 1997  
**Genre** First-Person Shooter  
**Players** 1 Player

Doom 64 plays almost identically to earlier games in the Doom series; the player must advance through numerous levels fighting demons, collecting weapons and keys and hitting switches in order to reach the level's exit while surviving deadly traps and ambushes. Changes were made to the Doom engine for use in Doom 64, and game-play elements were altered.

7.2



Rarity US: 4

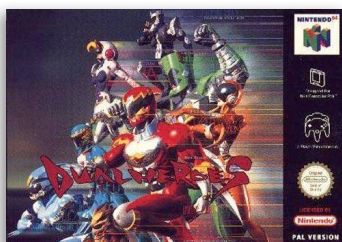
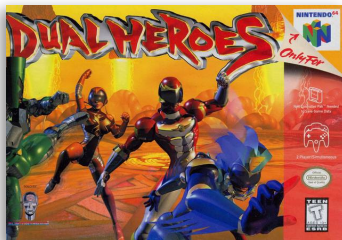
## Dr. Mario 64

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) April 8, 2001  
**Genre** Arcade, Puzzle  
**Players** 1-4 Players

Dr. Mario 64 is a Mario tile-matching action puzzle game. The game is an enhanced remake of Dr. Mario, which was originally released for the NES and Game Boy consoles in 1990.

Dr. Mario 64 in all of its various permutations was voted #76 in the Top 100 Games of All Time poll published by Game Informer Magazine in August 2001.

7.3



Rarity US: 3  
Rarity EU: 5

## Dual Heroes

**Developer** Hudson Soft  
**Publisher** Electro Brain  
**Release date** (us) October 31, 1998  
(eu) April 12, 1998  
**Genre** Fighting  
**Players** 1-2 Players

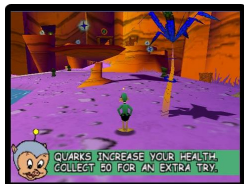
Dual Heroes is a fighting game for the Nintendo 64. Players train a robot with their style for use against the opposing fighters in Robot Mode, or select five virtual enemies who will train a fighter and become their rival. Single and 2 player multiplayer options are also included.

6.8





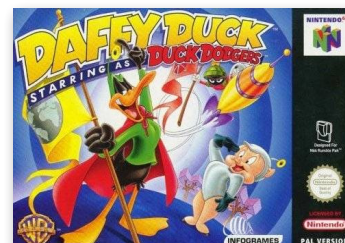
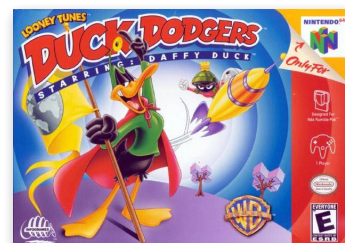
6.6



## Duck Dodgers Starring Daffy Duck

**Developer** Paradigm Entertainment  
**Publisher** Atari Games  
**Release date** (us) September 16, 2000  
 (eu) October 27, 2000  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

Heavily based on the cartoon, the player takes control of Daffy Duck and explores five fictional planets and save the Earth. The object is to collect energy atoms to unlock the boss areas and defeat the bosses, whom upon defeating, opens up the next planet.



Rarity US: 5  
 Rarity EU: 4

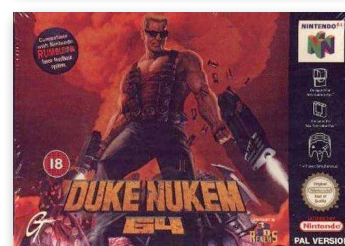
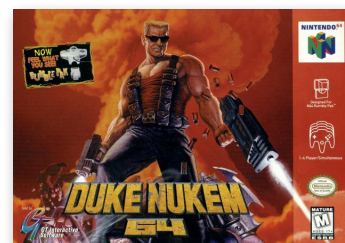
7.1



## Duke Nukem 64

**Developer** Eurocom  
**Publisher** GT Interactive  
**Release date** (us) October 31, 1997  
 (eu) November 14, 1997  
**Genre** First-Person Shooter  
**Players** 1-4 Players

Duke Nukem 64 is a censored port and features a split screen 4-player mode. In-game music was removed, and many items were renamed to avoid drug and sex references. Some new lines of dialogue were recorded specifically for this version to remove swearing. Several levels were altered to include areas from the Plutonium Pak, such as a "Duke Burger" outlet in the second level which was not in the original PC version.



Rarity US: 3  
 Rarity EU: 2

7.5



## Duke Nukem: Zero Hour

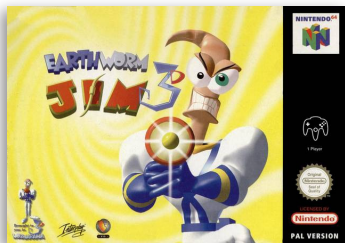
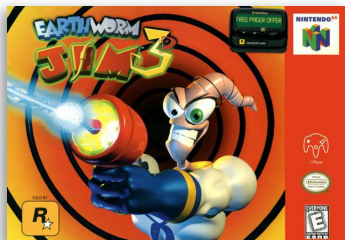
**Developer** Eurocom  
**Publisher** GT Interactive  
**Release date** (us) August 1, 1999  
 (eu) September 30, 1999  
**Genre** Action, 3D Shooter  
**Players** 1-4 Players

Duke Nukem: Zero Hour is a third-person shooter video game in the Duke Nukem series. The game uses a relatively large 32 megabyte cartridge and could also utilize the Expansion Pak to allow for better graphics but slowing down the frame rate. It has a 4 player split-screen multiplayer mode that uses a first-person view.



Rarity US: 3  
 Rarity EU: 4





Rarity US: 4  
Rarity EU: 4

## Earthworm Jim 3D

<b>Developer</b>	VIS Entertainment
<b>Publisher</b>	Rockstar Games
<b>Release date</b>	(us) October 31, 1999 (eu) December 17, 1999
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

Earthworm Jim 3D is the third game in the Earthworm Jim series. It is a sequel to Earthworm Jim and Earthworm Jim 2, but is the first game in the series to not be developed by Shiny Entertainment, as the rights had been sold to Interplay Entertainment, who handed the franchise off to VIS Entertainment. The game suffered a difficult, prolonged development cycle that was repeatedly delayed until it was released in 1999 for the Nintendo 64.

6.0



# The evolution is complete...



## EARTHWORM JIM 3D™

**You've waited. We've waited.**

Earthworm Jim™ is back, but boy has he lost his marbles! Get ready to escape from the deepest regions of Jim's twisted subconscious in a 3D adventure you'll have to see to believe.

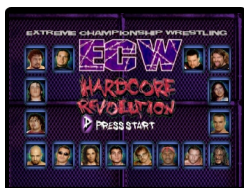
Lose your mind with the worm on Nintendo 64 this September. Wiggle down to [www.earthworm-jim.com](http://www.earthworm-jim.com) for more.



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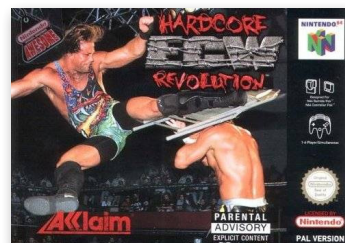
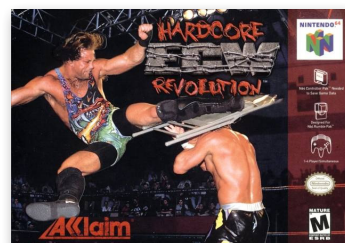
5.5



## ECW Hardcore Revolution

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) January 31, 2000  
 (eu) march 3, 2000  
**Genre** Sports  
**Players** 1-4 Players

ECW Hardcore Revolution was the first wrestling game to be based on ECW, as well as the first professional wrestling game to receive a Mature rating from the ESRB, although the Game Boy Color version was rated Everyone. Acclaim followed this title with the release of a sequel, ECW Anarchy Rulz, six months after this game was released.



Rarity US: 3  
 Rarity EU: 2

5.7

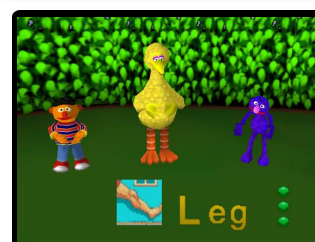
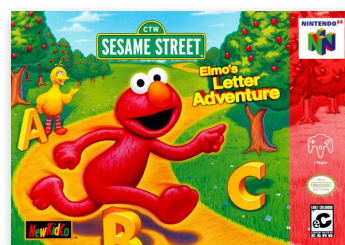


## Elmo's Letter Adventure

**Developer** Realtime Associates  
**Publisher** NewKidCo  
**Release date** (us) November 15, 1999  
**Genre** Edutainment, Mini games  
**Players** 1 Player

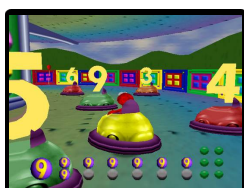
Elmo's Letter Adventure is an educational game for preschooler kids. Characters from Sesame Street help young children to learn the alphabet through a series of mini games. Players are given spoken instructions about every mini game by Sesame Street characters. The player controls Elmo in several mini games, ranging from scuba diving to vehicle driving, with the objective of collecting assigned letters in each level.

*"mobygames.com"*



Rarity US: 4

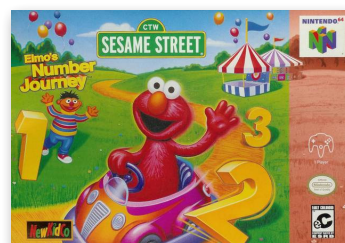
5.6



## Elmo's Number Journey

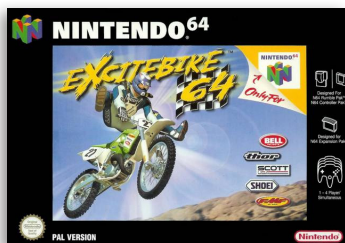
**Developer** Realtime Associates  
**Publisher** NewKidCo  
**Release date** (us) November 30, 1999  
**Genre** Edutainment, Mini games  
**Players** 1 Player

In Elmo's Number Journey, players must guide Elmo through three areas, split into two halves each, collecting the numbers needed to answer the mathematical problems posed by each area's host. Play begins on Sesame Street, where the player must choose one of three difficulty levels and then proceed to Elmo's playroom to access a tutorial, or talk to one of the hosts in order to access their area.



Rarity US: 4





Rarity US: 3  
Rarity EU: 4

## Excitebike 64

**Developer** Left Field Productions  
**Publisher** Nintendo  
**Release date** (us) April 30, 2000  
(eu) June 8, 2001  
**Genre** Racing  
**Players** 1-4 Players

Excitebike 64 is the second installment in the Excite series, and is the first 3D game in the series. It is the sequel to the acclaimed NES game Excitebike. It was later succeeded by the Wii game Excite Truck.

Many real-life dirt bike gear brands are extensively featured throughout the game, such as Bell Helmets, Alpinestars and No Fear.

7.2

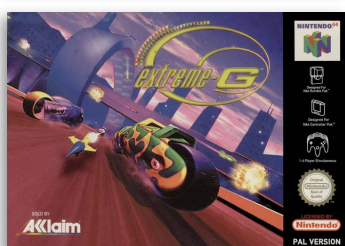


## Extreme-G

**Developer** Probe Entertainment  
**Publisher** Acclaim  
**Release date** (us) September 30, 1997  
(eu) December 9, 1997  
**Genre** Racing, Battle  
**Players** 1-4 Players

The gameplay of Extreme-G consists mainly of fast-paced racing through an array of futuristic environments. An impressive array of defensive and offensive weapons is available on-track. These include multi-homing/reverse missiles, magnetic/laser mines, and shield-boosting power-ups. Special weapons can also be found such as invisibility and phosphorus flash.

7.0



Rarity US: 3  
Rarity EU: 1

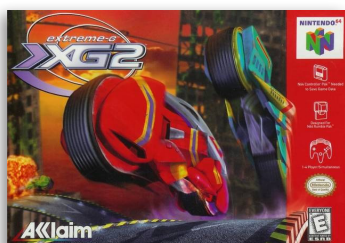


## Extreme-G 2

**Developer** Probe Entertainment  
**Publisher** Acclaim  
**Release date** (us) October 7, 1998  
(eu) December 1, 1998  
**Genre** Racing, Battle  
**Players** 1-4 Players

This iteration, as with all Extreme-G games, is about futuristic racing: pilots race plasma-powered Tron-like bikes in an intergalactic Grand Prix at speeds that are over 999 mph. It is possible to break the sound barrier in this game, creating a sonic boom. The emphasis is on speed and creative racetrack design, with tracks looping through all three dimensions like roller coasters.

7.0

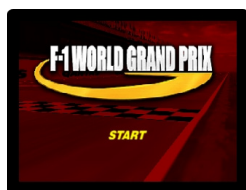


Rarity US: 3  
Rarity EU: 3





6.9



## F-1 World Grand Prix

<b>Developer</b>	Paradigm Entertainment
<b>Publisher</b>	Video System
<b>Release date</b>	(us) July 31, 1998 (eu) September 14, 1998
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

F-1 World Grand Prix is based on the 1997 Formula One season, featuring each of the 17 circuits from the season and all 22 drivers (as well as two unlockable bonus racers), with the exceptions of Jacques Villeneuve (licensing reason) and the MasterCard Lola team (not recognised, as they did not take part in any races during the season).



Rarity US: 2  
Rarity EU: 3

7.6

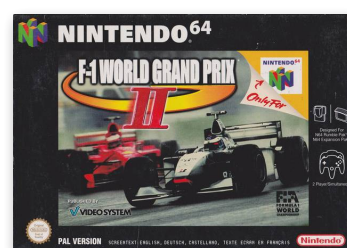


## F-1 World Grand Prix II

<b>Developer</b>	Paradigm Entertainment
<b>Publisher</b>	Video System
<b>Release date</b>	(eu) September 30, 1999
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

F-1 World Grand Prix II is a Formula One racing game for the Nintendo 64, Sega Dreamcast and Game Boy Color. The Nintendo 64 version was released only in Europe in 2000. The game is a sequel to F-1 World Grand Prix, and it is based on the 1998 Formula One season.

A successor, F-1 World Grand Prix III, was in development, but was never released.



Rarity EU: 4

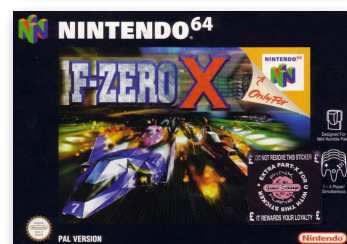
8.0



## F-Zero X

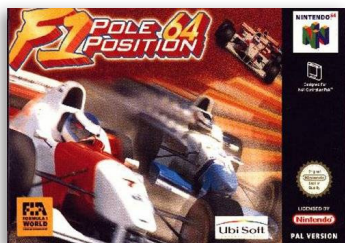
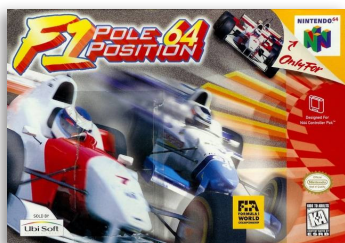
<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 30, 1998 (eu) November 6, 1998
<b>Genre</b>	Racing, Battle
<b>Players</b>	1-4 Players

F-Zero X was a sequel to the original 1990 F-Zero game, and was the first F-Zero installment to feature 3D graphics. The game has a steep learning curve and its game-play experience is similar to that of the original F-Zero game. F-Zero X introduced a “death race” mode and a random track generator called the “X Cup”. In the death race, the player’s objective is to annihilate the 29 other racers as speedily as possible.



Rarity US: 4  
Rarity EU: 1





Rarity US: 3  
Rarity EU: 2

## F1 Pole Position 64

**Developer** Human Entertainment  
**Publisher** Ubisoft  
**Release date** (us) September 30, 1997  
(eu) October 1, 1997  
**Genre** Racing  
**Players** 1 Player

F1 Pole Position 64 is the fifth and final game in the F1 Pole Position series, featuring Formula One branding; 64 is based on the 1996 Formula One season.

The game is considered to have some of the best customization options in any Formula One game to date, but with “primitive” graphics and sounds.

5.5



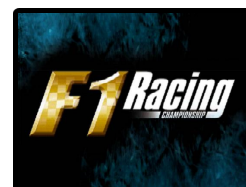
## F1 Racing Championship

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (eu) December 8, 2000  
**Genre** Racing  
**Players** 1-2 Players

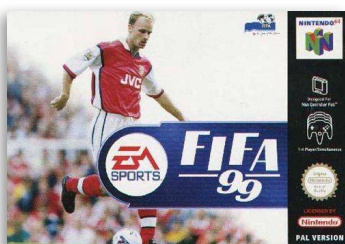
F1 Racing Championship featured all the 22 drivers and 11 teams from the 1999 Formula One World Championship, as well as the 16 tracks (including the brand new Sepang Circuit.)

There was mixed response to the game.

7.7



Rarity EU: 3



Rarity US: 3  
Rarity EU: 2

## FIFA '99

**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) November 30, 1998  
(eu) December 8, 1998  
**Genre** Sports  
**Players** 1-4 Players

FIFA 99 features an elite league called the “European Dream League” in which 20 top teams from across Europe battle it out in a league format. It was also the first game to feature a block containing teams which did not pertain to any of the main leagues (back then, it was known as “Rest of Europe” since all teams were European, the vast majority of them featured either in the 1998-99 season of the UEFA Cup or Champions League).

7.2





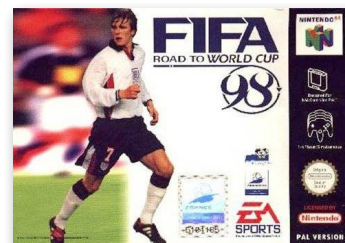
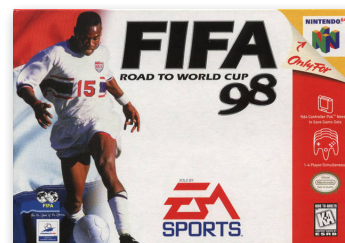
7.1



## FIFA: Road to World Cup 98

<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 30, 1997 (eu) December 20, 1997
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

This game marks the start of an upward trend in the series. It boasts a refined graphics engine, team and player customisation options, 16 stadia, improved artificial intelligence, a “Road to World Cup” mode with all FIFA-registered national teams, and a licensed soundtrack featuring popular musical artists of the time. The game features many accurate team squads for national call up when playing in the round robin qualification modes.



Rarity US: 3  
Rarity EU: 1

5.2

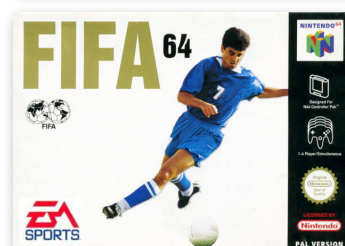


## FIFA Soccer 64

<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) February 28, 1997 (eu) March 1, 1997
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

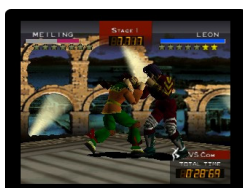
The FIFA series introduces itself to the Nintendo 64, with all the soccer action one can expect from an EA Sports title. Players choose their team, whether it be Manchester Utd or Real Madrid, or even a lowly ranked team, and take them through the ranks of the professional sport right up to the crowned kings of their tournament.

*“mobygames.com”*



Rarity US: 3  
Rarity EU: 2

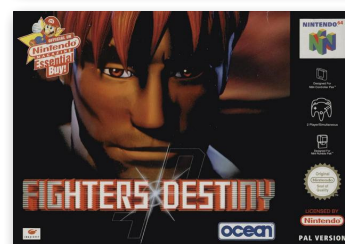
6.6



## Fighters Destiny

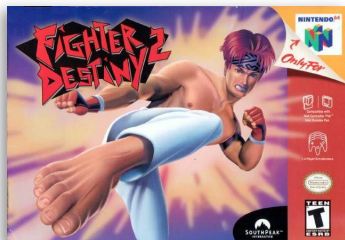
<b>Developer</b>	Imagineer
<b>Publisher</b>	Ocean
<b>Release date</b>	(us) January 31, 1998 (eu) March 1, 1998
<b>Genre</b>	Fighting
<b>Players</b>	1-2 Players

Fighters Destiny closely models the 3D fighting game standard set by Sega’s Virtua Fighter, but integrates a unique point scoring system. The game’s generic characters and unoriginal presentation have been panned by critics, but reviewers praise its point system and consider it to be one of the best fighting games on the Nintendo 64.



Rarity US: 3  
Rarity EU: 3





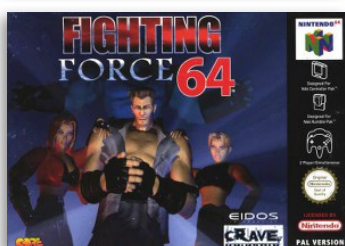
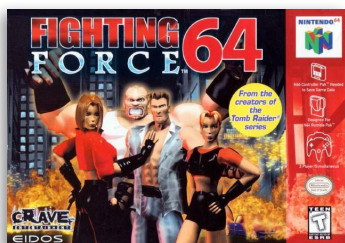
Rarity US: 5

## Fighter Destiny 2

**Developer** Imagineer  
**Publisher** SouthPeak Interactive  
**Release date** (us) July 14, 2000  
**Genre** Fighting  
**Players** 1-4 Players

For the sequel to Fighters Destiny, titled Fighter Destiny 2, publisher SouthPeak Interactive dropped the s in the title due to copyright issues. Fighter Destiny 2 made improvements upon its predecessor, boosting the FPS to 60, and adding graphic and audio enhancements. Some of the characters make a second appearance in the sequel, but the majority of the cast is all new.

7.0



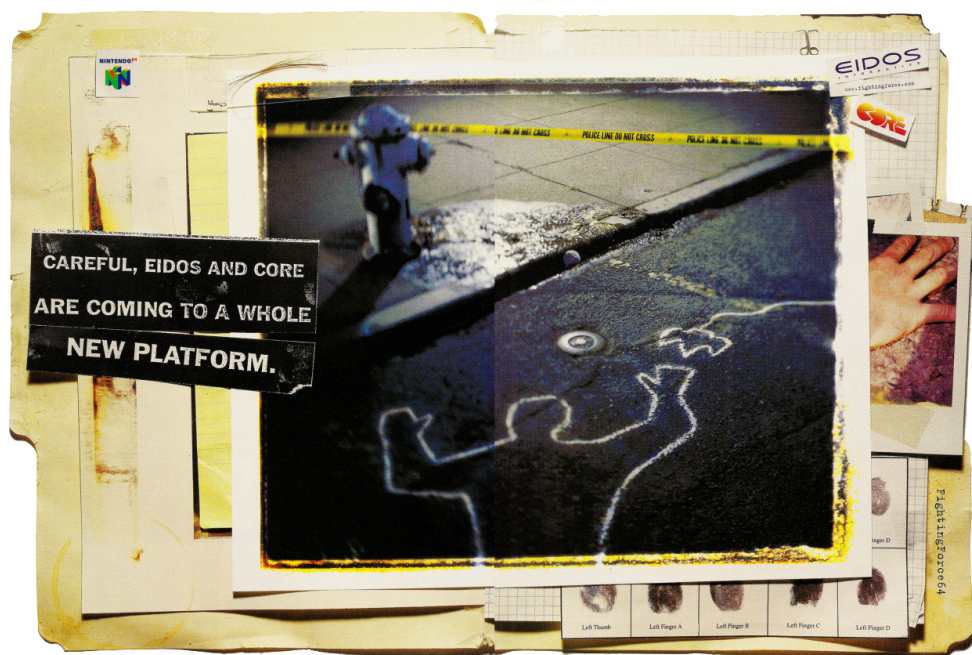
Rarity US: 4  
 Rarity EU: 5

## Fighting Force 64

**Developer** Core Design  
**Publisher** Crave Entertainment  
**Release date** (us) April 30, 1999  
 (eu) December, 1999  
**Genre** Adventure, Fighting  
**Players** 1-2 Players

Fighting Force is part of the 'beat 'em up' genre. Players control one of four characters as they move through urban and science fiction environments, battling waves of oncoming enemies with weapons ranging from fists and bottles to knives, chairs and guns. The player can make some choices as to which territory to travel through.

6.2





7.3



## Flying Dragon

<b>Developer</b>	Culture Brain
<b>Publisher</b>	Natsume
<b>Release date</b>	(us) July 31, 1998 (eu) July 25, 1999
<b>Genre</b>	Fighting
<b>Players</b>	1-2 Players

Flying Dragon is a fighting game with role-playing video game elements. Its most notable feature was the game's SD mode that featured a character progression system, in which characters advance in levels as they become more experienced, and in which it is possible to collect credits and treasure items to equip characters with. The game received relatively low scores on specialized reviews at the time of its release.



Rarity US: 4

Rarity EU: 5

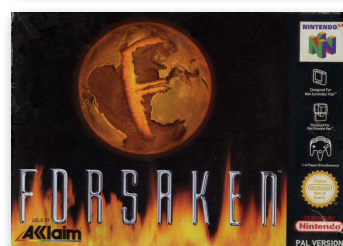
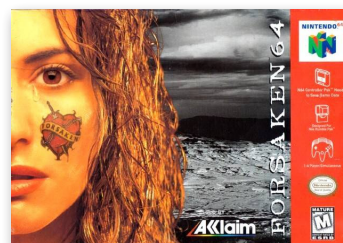
6.2



## Forsaken 64

<b>Developer</b>	Probe Entertainment
<b>Publisher</b>	Iguana UK
<b>Release date</b>	(us) April 30, 1998 (eu) May 1, 1998
<b>Genre</b>	Adventure, 3D Shooter
<b>Players</b>	1-4 Players

Forsaken is primarily a multiplayer first-person shooter. The game may be played in single-player or multiplayer modes. The game is based on a 3D-engine that allows unlimited 360-degree movements. This concept is similar to the Descent series. Similar to Descent, Forsaken had a strong following due to its "six degrees of freedom" gameplay, but suffered in popularity as compared to the conventional ground-based 3D first-person shooter.



Rarity US: 2

Rarity EU: 2

6.3



## Fox Sports College Hoops '99

<b>Developer</b>	Z-Axis
<b>Publisher</b>	Fox Interactive
<b>Release date</b>	(us) October 31, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

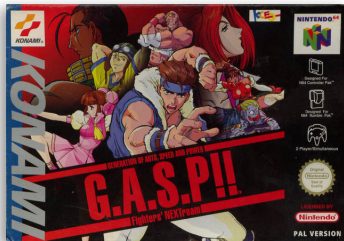
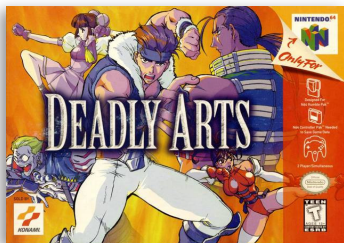
Fox Sports College Hoops '99 features 120 college basketball teams, multiplayer support for two players, and many of the college championships including the NCAA men's basketball championship. It was the first college sports game for the Nintendo 64.

The game received mediocre reviews from critics, who felt that the game was dated compared to contemporary basketball games.



Rarity US: 2





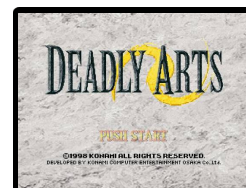
Rarity US: 4  
Rarity EU: 5

## G.A.S.P!! Fighters' NEXTeam

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) October 7, 1998  
 (eu) September 1, 1998  
**Genre** Fighting  
**Players** 1-2 Players

G.A.S.P!! Fighters' NEXTeam (Generation of Arts, Speed and Power) is a fighting game. The American and Canadian versions are known as Deadly Arts, however the story, and the player's profiles with age and notes about the characters doesn't appear in the instructions for the North American version. Except for the name change it is basically the same as the Japan and Europe versions.

5.7



Rarity US: 4  
Rarity EU: 4

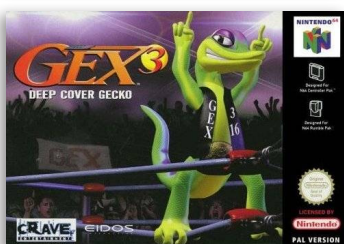
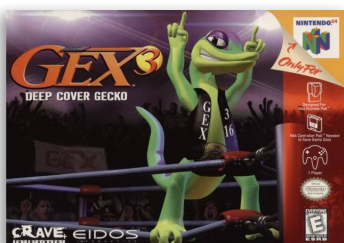
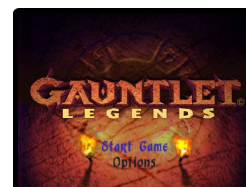
## Gauntlet Legends

**Developer** Atari Games  
**Publisher** Midway  
**Release date** (us) August 31, 1999  
 (eu) December 1, 1999  
**Genre** Adventure, Hack and Slash  
**Players** 1-4 Players

As many as four can band together in an epic quest through seven magical worlds -- three of which are brand-new to the home version -- to defeat the vile Skorne.

The nonlinear action begins in a hub, which leads to the worlds, each with two to five levels. Players can complete a level in one world, then move to another world, returning later to finish a new level in the first world.

7.4



Rarity US: 4  
Rarity EU: 4

## Gex 3: Deep Cover Gecko

**Developer** Gratuitous Games  
**Publisher** Crave Entertainment  
**Release date** (us) August 31, 1999  
 (eu) March, 2000  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

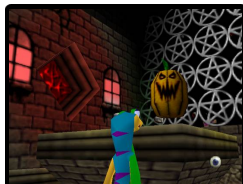
Gex 3: Deep Cover Gecko is the last in the trilogy of Gex video games. Red Dwarf star Danny John-Jules provided the voice for Gex in the UK and European release, but comedian Dana Gould reprised the role for the American release, also starring the Playboy model Marlicce Andrada as Agent Xtra. Like the previous title, the N64 version features no FMV sequences and is rated E (removing the T-rated content).

7.0





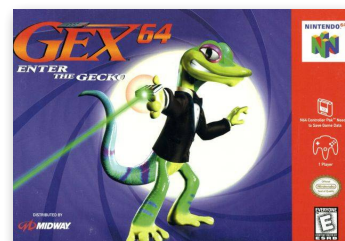
6.7



## Gex 64: Enter the Gecko

<b>Developer</b>	Midway Games
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) August 31, 1998 (eu) February 26, 1999
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

The Nintendo 64 version of Gex: Enter the Gecko was entitled Gex 64: Enter the Gecko. This version features a new level, which replaced the three secret levels. Other changes include fewer bonus levels and fewer quotes, due to the Nintendo 64 cartridges storing significantly less data for games than CDs. Some of the sound effects were altered slightly. The only normal level that was removed was Scream TV's "Poltergex".



Rarity US: 3  
Rarity EU: 3

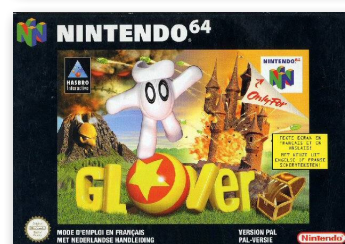
6.2



## Glover

<b>Developer</b>	Interactive Studios
<b>Publisher</b>	Hasbro Interactive
<b>Release date</b>	(us) October 31, 1998 (eu) November, 1998
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

Glover features a magical, four-fingered glove named Glover. Crystals are rescued by guiding Glover and his ball around six worlds, each containing three levels, a boss and bonus stage. The ball can also be transformed into one of four (five with the Power Ball cheat) forms. These are the rubber ball, a metallic marble, bowling ball, the ball's original crystal form and the Power Ball.



Rarity US: 3  
Rarity EU: 4

7.9



## Goemon's Great Adventure

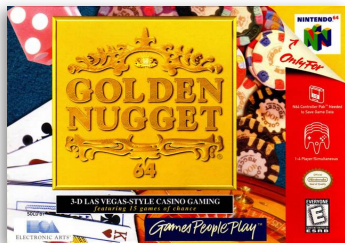
<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) September 15, 1999 (eu) June 18, 1999
<b>Genre</b>	Adventure, 2D Platformer
<b>Players</b>	1-2 Players

Goemon's Great Adventure, known as Mystical Ninja 2 Starring Goemon in Europe, is the third game in the Ganbare Goemon series released in North America and Europe, following Mystical Ninja Starring Goemon, released two years earlier. Featuring platform gameplay in 2.5D, it marked the return of the series to a side-scrolling format.



Rarity US: 6  
Rarity EU: 7





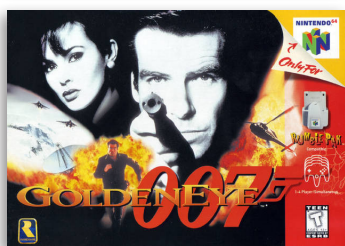
Rarity US: 4

## Golden Nugget 64

<b>Developer</b>	Westwood Studios
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) December 1, 1998
<b>Genre</b>	Casino
<b>Players</b>	1-4 Players

Golden Nugget 64 is a multi-player virtual casino video game for the Nintendo 64. The game is unique because it is the only gambling/casino game released in North America for the Nintendo 64. The game starts off by having the player create an account with \$1000 which is saved on the controller pack. Players have the choice from one of ten different popular casino games.

6.2

Rarity US: 1  
Rarity EU: 1

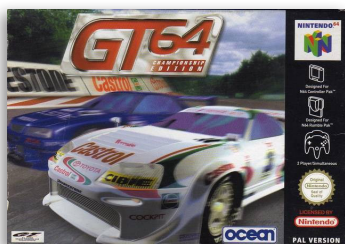
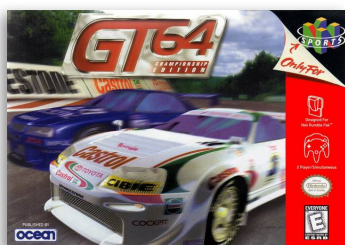
## GoldenEye 007

<b>Developer</b>	Rare
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) August 25, 1997 (eu) August 25, 1997
<b>Genre</b>	First-Person Shooter
<b>Players</b>	1-4 Players



GoldenEye 007 features a single-player campaign in which players assume the role of British Secret Intelligence Service agent James Bond as he fights to prevent a criminal syndicate from using a satellite weapon against London to cause a global financial meltdown. The game also includes a split-screen multiplayer mode in which two, three, or four players can compete in different types of deathmatch games.

8.7

Rarity US: 4  
Rarity EU: 3

## GT 64: Championship Edition

<b>Developer</b>	Imagineer
<b>Publisher</b>	Ocean, Imagineer
<b>Release date</b>	(us) August 31, 1998 (eu) 1998
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

GT 64: Championship Edition was released in Japan as City Tour GrandPrix: Zen Nihon GT Senshuken with two new Japanese Exclusive tracks. Hence its title, it was an official licensed game to All-Japan GT Championship, featuring cars and drivers of the 1997 season. GT and Grand Tour are references to long distance traveling such as in the traditional version of the Grand Tour. It was the final game ever published by Ocean Software.

6.5





8.6



## Harvest Moon 64

<b>Developer</b>	Toy Box Creative
<b>Publisher</b>	Natsume
<b>Release date</b>	(us) November 30, 1999
<b>Genre</b>	Simulation, Role Playing
<b>Players</b>	1 Player

The objective of Harvest Moon 64 is to restore and maintain an abandoned farm left to the player by their grandfather. The player is initially given a set of tools to use in order to achieve this goal. Along with restoring the farm, there are a number of other side quests that the player may choose to partake in, including training and racing a horse, selling crops, participating in a variety of town festivals as well as random events and falling in love.



Rarity US: 6

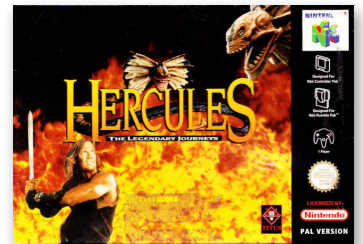
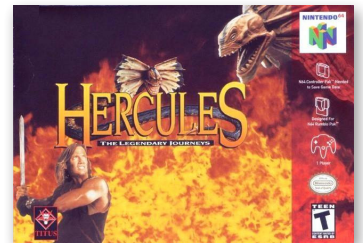
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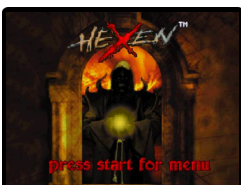
## Hercules: The Legendary Journeys

<b>Developer</b>	Player 1
<b>Publisher</b>	Titus Software
<b>Release date</b>	(us) November 16, 2000 (eu) October 13, 2000
<b>Genre</b>	Action, Adventure
<b>Players</b>	1 Player

Players take control of the legendary hero as they travel around the land in search of Zeus, and to stop Ares from completing his plan. Based on the TV series of the same name, they can also take control of fellow heroes Iolaus and Serena, each with abilities that aid Hercules' task.

Rarity US: 4  
Rarity EU: 5

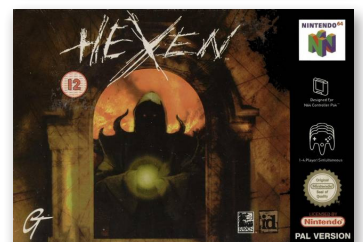
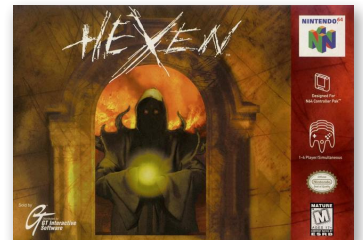
6.6



## Hexen

<b>Developer</b>	Software Creations
<b>Publisher</b>	GT Interactive
<b>Release date</b>	(us) May 31, 1997 (eu) 1997
<b>Genre</b>	First-Person Shooter
<b>Players</b>	1-4 Players

Hexen on Nintendo 64 retains all of the graphical quality and scenery architecture, has a consistent frame rate, and includes high detail and smooth filtering options. This version also has four-player split-screen cooperative and deathmatch modes, although they must be played in low detail mode. Due to cartridge storage limitations, the Nintendo 64 version is based on the original PC floppy version and lacks the FMV scenes and Redbook music.

Rarity US: 3  
Rarity EU: 3





Rarity US: 2

## Hey You, Pikachu!

Developer	Ambrella
Publisher	Nintendo
Release date	(us) November 5, 2000
Genre	Simulation, Life
Players	1 Player

Hey You, Pikachu! features voice-recognition technology used to talk to Pikachu, the star of the game. It is one of only two games that utilizes the N64's Voice Recognition Unit (VRU), a piece of hardware that can comprehend and analyze the human voice. It is also the only game to use the VRU that was released in the United States. The player can move around and pick up items, in addition to speaking with Pikachu and can describe everything.

5.9



ピカチュウと  
トモダチになろう!

**ピカチュウ  
ばんきでちかえ**™

音声認識ゲーム  
64で登場!!

**NINTENDO 64  
VRS**  
音声認識システム  
が  
セット!

マイクで  
ピカチュウと  
おしゃべり!

**NINTENDO 64**

**12月12日(土)発売**

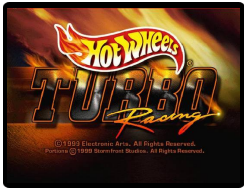
希望小売価格 **9,800円(税別)**

©1998 Ambrella(Mangui) ©1995, 1996, 1998 Nintendo/Creatures Inc./GAME FREAK Inc.

**NINTENDO 64**



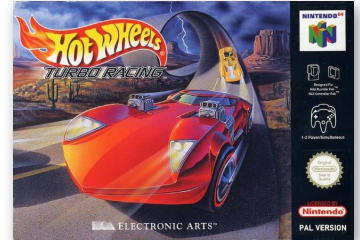
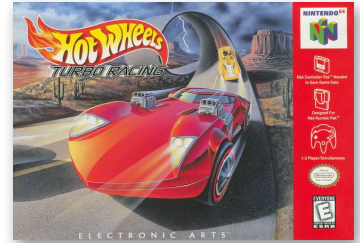
6.7



## Hot Wheels Turbo Racing

**Developer** Stormfront Studios  
**Publisher** Electronic Arts  
**Release date** (us) August 31, 1999  
 (eu) May 11, 1999  
**Genre** Racing  
**Players** 1-2 Players

The focus of Hot Wheels Turbo Racing is racing one of a selection of cars through various themed tracks. Secret tracks can be unlocked by winning and new cars can be used by finding 'Mystery Car' bonuses hidden in each track. Stunts can be executed by holding the directional pad in certain directions while in mid-air to add to the turbo meter for increased speed.



Rarity US: 4  
 Rarity EU: 4

7.3

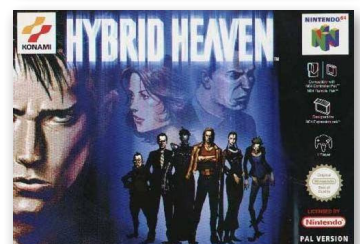


## Hybrid Heaven

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) August 31, 1999  
 (eu) September 24, 1999  
**Genre** Action, Adventure  
**Players** (us) 1-2 Players, (eu) 1 Player

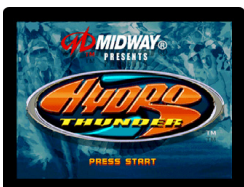
Hybrid Heaven is most notable for its peculiar mix of genres: it has aspects of both role-playing video games and action-adventure games. The designers had hoped to create a "new style RPG battle system". It is also one of the few Nintendo 64 titles to support a widescreen mode.

As games of this genre were seldom seen on the Nintendo 64, the game carried a certain amount of hype to it.



Rarity US: 3  
 Rarity EU: 3

7.6

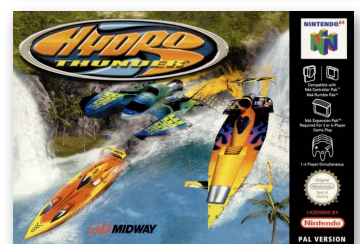
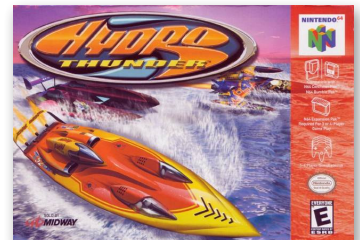


## Hydro Thunder

**Developer** Eurocom  
**Publisher** Midway  
**Release date** (us) February 29, 2000  
 (eu) May 14, 2000  
**Genre** Racing  
**Players** 1-4 Players

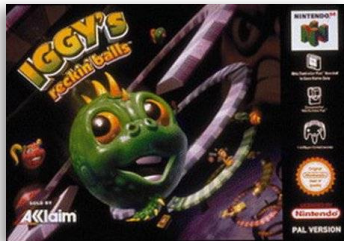
Hydro Thunder is a speedboat racing sub-series game, originally an arcade game and later released for the Sega Dreamcast as a launch title in 1999.

The gameplay of Hydro Thunder consists of racing high-tech speedboats through treacherous environments, from the cold seas of the Arctic Circle, to a post-apocalyptic, flooded version of New York City.



Rarity US: 6  
 Rarity EU: 4





Rarity US: 4  
Rarity EU: 3

## Iggy's Reckin' Balls

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) July 31, 1998  
 (eu) August 1, 1998  
**Genre** Racing, Battle  
**Players** 1-4 Players

Iggy's Reckin' Balls is a video game that was developed exclusively for the Nintendo 64. It involves a set of ball characters with faces and unique personalities that race around a series of vertical obstacle courses in order to win medals. The characters use grappling hooks to climb to other platforms and attack other players. Power-ups are scattered throughout the 100 courses, which equip the players with temporary special abilities.

6.4



 A large promotional poster for the game. The central image shows the main character, a green iguana-like creature, on a purple and white track. To the left, there are four small screenshots showing different game modes: a race, a bungee jump, a team battle, and a smash mode. The text 'Heads will Roll' is prominently displayed, followed by 'And Race. And Bungee. And Bounce. And Fight. And Grapple. And Wreck the Joint.' Below this, there are four bullet points: '1-4 player vertical racing action.', 'Race to the top of over 100 towering tracks-with tons of shortcuts, secret paths, loops, escalators, elevators, hidden weapons and evil enemies!', '4 wild modes of play including 4-player free for all and 2-on-2 team bungee mode!', and 'Smash, crash and swing with Iggy and 8 of his spherical friends plus loads of secret characters!'. At the bottom, there is a row of character icons: Iggy, O-tee, Natalie, Amanda, Charlie, Chatter, Cecil, Sonny, and Rob-ERT. The Acclaim logo is in the bottom left, and the Nintendo 64 logo is in the bottom right. The text 'VINTAGE COMPUTING AND GAMING Retro Scan of the Week' is at the very bottom.
 

**Heads will Roll**  
 And Race. And Bungee.  
 And Bounce. And Fight.  
 And Grapple. And Wreck the Joint.

- 1-4 player vertical racing action.
- Race to the top of over 100 towering tracks-with tons of shortcuts, secret paths, loops, escalators, elevators, hidden weapons and evil enemies!
- 4 wild modes of play including 4-player free for all and 2-on-2 team bungee mode!
- Smash, crash and swing with Iggy and 8 of his spherical friends plus loads of secret characters!

**IGGY'S**  
**reckin' balls**

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Iggy O-tee Natalie Amanda Charlie Chatter Cecil Sonny Rob-ERT

VINTAGE COMPUTING AND GAMING  
 Retro Scan of the Week

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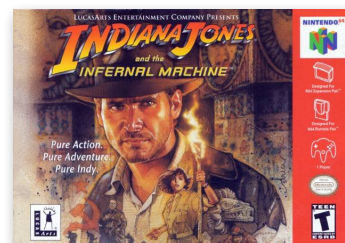
6.9



## Indiana Jones and the Infernal Machine

**Developer** Factor 5  
**Publisher** LucasArts  
**Release date** (us) December 14, 2000  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

Indiana Jones and the Infernal Machine is a multi-platform action-adventure video game. The first 3D installment in the series, its gameplay focuses on solving puzzles, fighting enemies, and various platforming sections. The story told is set between the events of Indiana Jones and the Iron Phoenix and Indiana Jones and the Kingdom of the Crystal Skull.



Rarity US: 5

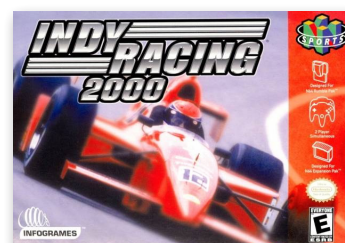
7.7



## Indy Racing 2000

**Developer** Paradigm Entertainment  
**Publisher** Infogrames  
**Release date** (us) May 30, 2000  
**Genre** Racing  
**Players** 1-2 Players

Indy Racing 2000 is based on the 1999 season and the game races a 20 car field. There are a few modes of play. There is single race, Championship, Two player and Gold Cup. There are 9 tracks and 11 races. The Gold Cup mode lets players race Midget cars, sprint cars, Formula cars, and Indy cars on fictional tracks (All but 1 are road courses).



Rarity US: 4

7.8

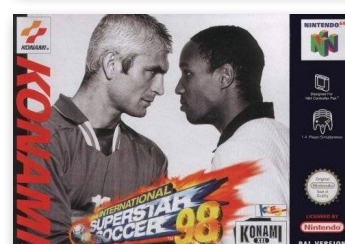
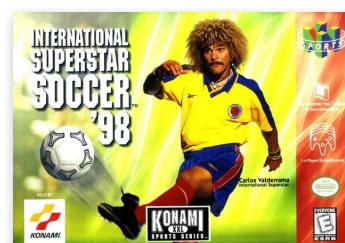


## International Superstar Soccer '98

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) September 15, 1998  
 (eu) September 1, 1998  
**Genre** Sports  
**Players** 1-4 Players

International Superstar Soccer 98 is a football video game released exclusively for the Nintendo 64.

Although it lacked FIFPro licence, it featured Italian striker Fabrizio Ravanelli along with German goalkeeper Andreas Koepke (on German release) and Paul Ince (on British release) on the cover.



Rarity US: 4  
 Rarity EU: 3





Rarity US: 7  
Rarity EU: 4

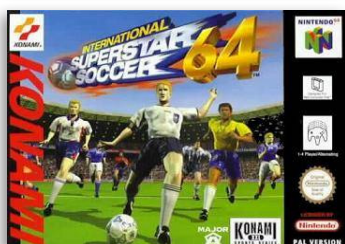
## International Superstar Soccer 2000

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) August 3, 2000  
(eu) September 29, 2000  
**Genre** Sports  
**Players** 1-4 Players

International Superstar Soccer 2000, released in Japan as Jikkyo J-League 1999: Perfect Striker 2, is the second game in the Nintendo 64 Perfect Striker series.

ISS 2000 is notable for being the only game in the series which included players with real names, though these players only appeared in the North American release.

7.8



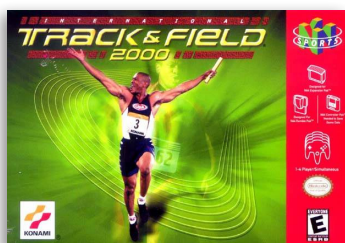
Rarity US: 3  
Rarity EU: 2

## International Superstar Soccer 64

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) July 31, 1997  
(eu) June 1, 1997  
**Genre** Sports  
**Players** 1-4 Players

In essence, International Superstar Soccer 64 is quite the same as its SNES predecessor, International Superstar Soccer Deluxe, vastly upgraded for the Nintendo 64, with 3D animation, fluid and fast-paced gameplay. While it kept largely the same team roster, South Africa debuted in this game as a selectable side, replacing Morocco.

7.8



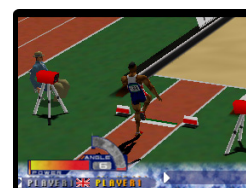
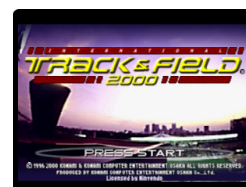
Rarity US: 5  
Rarity EU: 4

## International Track & Field 2000

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) September 6, 2000  
(eu) June 1, 2000  
**Genre** Sports  
**Players** 1-4 Players

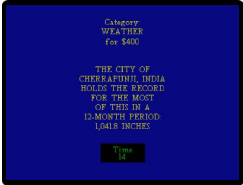
International Track & Field 2000 is a track and field game for PlayStation and Nintendo 64. It was released in Europe under the name International Track & Field: Summer Games and in Japan as Ganbare Nippon! Olympics 2000.

6.5





6.5

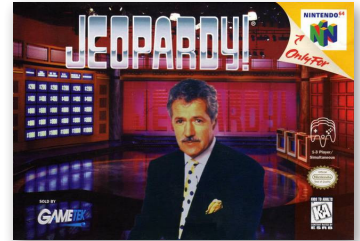


## Jeopardy!

**Developer** GameTek  
**Publisher** GameTek  
**Release date** (us) February 25, 1998  
**Genre** Game Show  
**Players** 1-3 Players

This version of Jeopardy! features the digitized look and voice of the TV show's host, Alex Trebek and even the announcer, Johnny Gilbert, as well. There are 650 different categories to choose from as well as 4,000 new answers. The same rules apply to the game as they do in the TV show, the game is divided into three different rounds: Regular, Double Jeopardy and Final Jeopardy and has three different contestants.

"mobygames.com"



Rarity US: 4

7.1

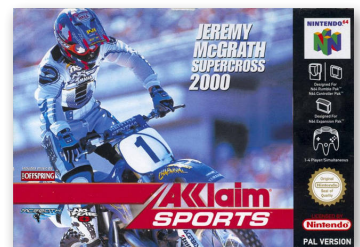


## Jeremy McGrath Supercross 2000

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) February 29, 2000  
 (eu) 2000  
**Genre** Racing  
**Players** 1-4 Players

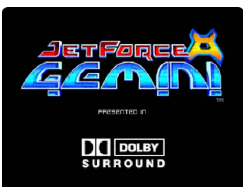
Jeremy McGrath Supercross 2000 is a supercross racing game for the Nintendo 64. The game is endorsed by supercross star Jeremy McGrath.

Note that this game is not the same as the game Supercross 2000, which was released in 1999 by EA Sports.



Rarity US: 3  
 Rarity EU: 4

7.8



## Jet Force Gemini

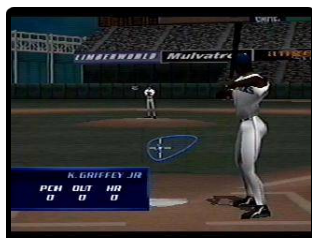
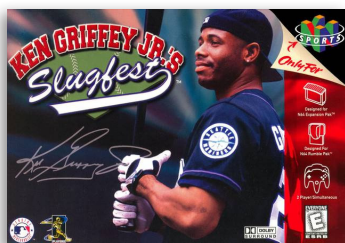
**Developer** Rare  
**Publisher** Rare  
**Release date** (us) September 30, 1999  
 (eu) November 2, 1999  
**Genre** Action, Adventure  
**Players** 1-4 Players

Jet Force Gemini features a single-player campaign where the player must explore a galaxy and save a large number of Tribals, a group of survivors who have been enslaved and prisoned by Mizar. The game also includes a multiplayer deathmatch for two to four players and a no split-screen co-operative mode. The gameplay shares elements with platform, action-adventure, and run and gun games.



Rarity US: 3  
 Rarity EU: 2





Rarity US: 3

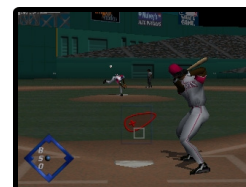
## Ken Griffey, Jr.'s Slugfest

<b>Developer</b>	Angel Studios
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) May 10, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

Ken Griffey Jr.'s Slugfest is a sequel to Major League Baseball Featuring Ken Griffey, Jr., released for the Nintendo 64, which itself was a sequel to Ken Griffey, Jr. Presents Major League Baseball and Ken Griffey, Jr.'s Winning Run, both released for the SNES.

This version of the game contains actual player names, unlike the original. It contains Season, Exhibition, World Series and Home Run Derby modes.

6.9

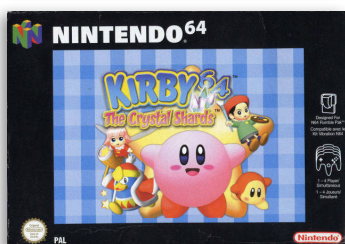
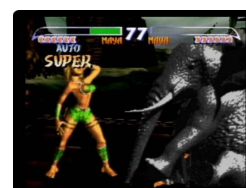
Rarity US: 4  
Rarity EU: 2

## Killer Instinct Gold

<b>Developer</b>	Rare
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) November 25, 1996 (eu) July, 1997
<b>Genre</b>	Fighting
<b>Players</b>	1-2 Players

Killer Instinct Gold is an upgraded version of Killer Instinct 2 that was released for the Nintendo 64 shortly after the launch of the console. The game suffered some graphical downgrades and the endings for each character do not change (as they would in the Arcade version) due to the memory limitations of the Nintendo 64 cartridge. Other than that, Killer Instinct Gold remains faithful to the original Killer Instinct 2.

7.3

Rarity US: 3  
Rarity EU: 5

## Kirby 64: The Crystal Shards

<b>Developer</b>	HAL Laboratory
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) June 26, 2000 (eu) June 22, 2001
<b>Genre</b>	Adventure, 2D Platformer
<b>Players</b>	1-4 Players

Unlike past Kirby Games, Kirby 64 is a 2.5D platform game, with gameplay similar to earlier Kirby titles, where the titular character Kirby has the ability to inhale enemies and objects and extract their abilities. Kirby travels across six planets, which consist of separate levels, and collect the scattered pieces of a Crystal, which is used to defeat the game's main villain, Dark Matter.

7.9





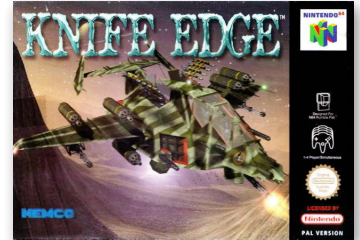
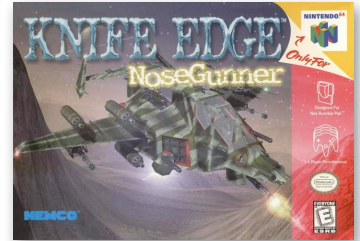
6.6



## Knife Edge: Nose Gunner

<b>Developer</b>	Kemco
<b>Publisher</b>	Kemco
<b>Release date</b>	(us) November 10, 1998 (eu) 1998
<b>Genre</b>	3D Rail Shooter
<b>Players</b>	1-4 Players

Knife Edge is for one to four players. The player, while moving between the locations of the game in the Knife Edge ship, controls a cursor that fires vulcan cannon bullets. When more than one player is playing each cursor is color-coded to distinguish them. As well as the regular gun, there is the option for a secondary weapon. Hints are provided by a commanding officer over the communication system.



Rarity US: 4  
Rarity EU: 3

7.2

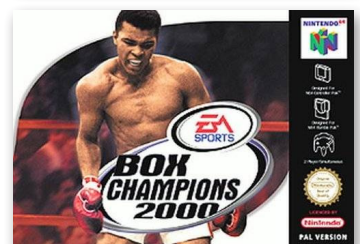
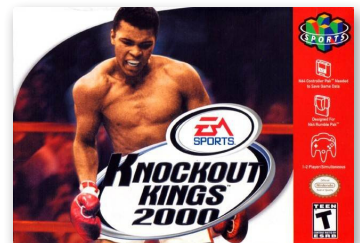


## Knockout Kings 2000

<b>Developer</b>	Black Ops Entertainment
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) October 3, 1999 (eu) October 10, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

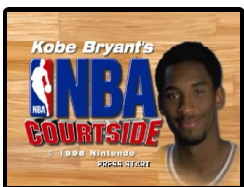
Players can choose some of the greatest names in boxing history through a full career, or create their own boxer and fight their way to the heavyweight championship.

Famous names include Muhammad Ali, "Sugar" Ray Leonard, Lennox Lewis, Oscar De La Hoya and Evander Holyfield, plus many more from a range of weight divisions.



Rarity US: 2  
Rarity EU: 5

6.6

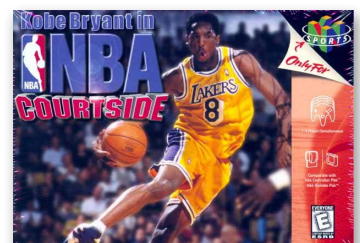


## Kobe Bryant in NBA Courtside

<b>Developer</b>	Left Field Productions
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) April 1, 1998 (eu) June 10, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

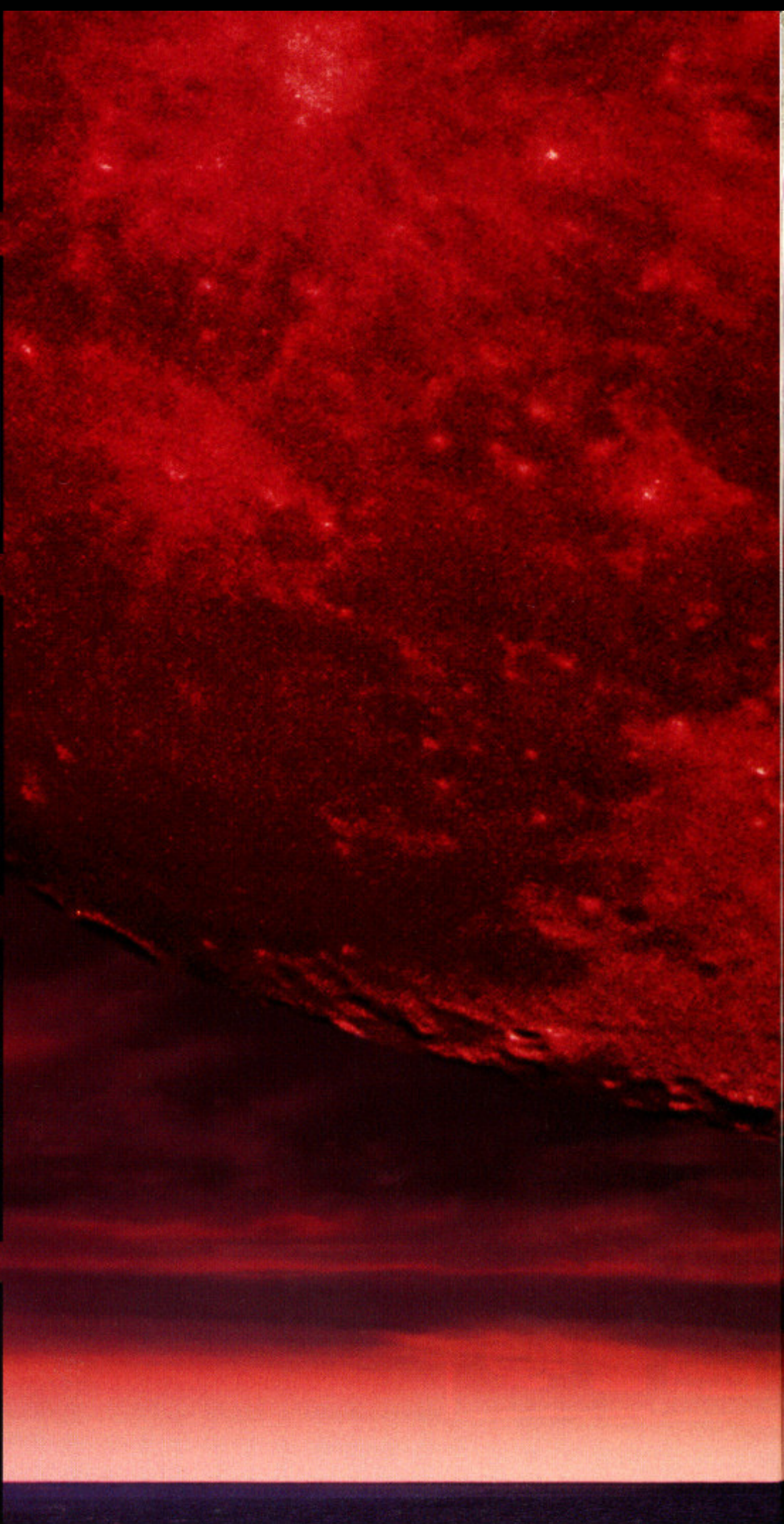
Kobe Bryant in NBA Courtside was released in 1998 and received a Player's Choice designation after selling one-million copies.

At the time of the game's release, Kobe Bryant was in his second NBA season and at age 19, was the youngest player to have a game to his namesake.



Rarity US: 1  
Rarity EU: 3





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[www.zelda.com](http://www.zelda.com)

THE ONLY THING WORSE THAN THE WEIGHT OF THE WORLD  
ON YOUR SHOULDERS IS THE WEIGHT OF THE MOON.

72 HOURS. 24 MASKS. 1 MOON. THE WORLD IS WAITING ON YOU.

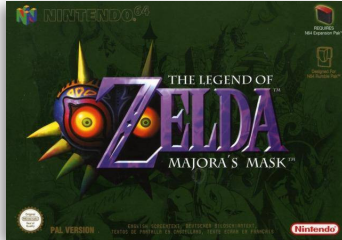
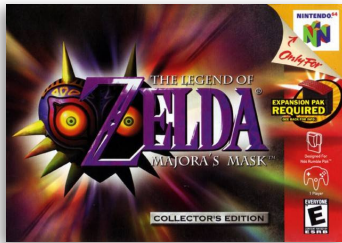


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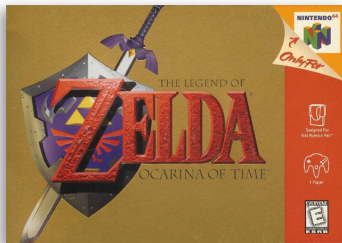
Rarity US: 3  
Rarity EU: 1

## The Legend of Zelda: Majora's Mask

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) October 25, 2000  
(eu) November 17, 2000  
**Genre** Action, Adventure  
**Players** 1 Player

Majora's Mask is a direct sequel to Ocarina of Time. It utilizes the same engine and visual style, and virtually identical interface. The game retains the traditional elements of Zelda games (dungeon exploration, sword fighting, bows, bombs, heart containers, etc.) as well as those introduced in its immediate predecessor.

8.8



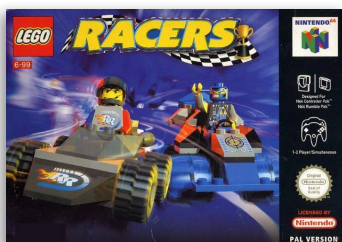
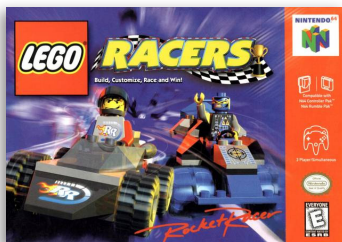
Rarity US: 1  
Rarity EU: 1

## The Legend of Zelda: Ocarina of Time

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) November 23, 1998  
(eu) December 11, 1998  
**Genre** Action, Adventure  
**Players** 1 Player

Originally developed for the 64DD peripheral, the game was instead released on a 256 megabit (32 megabyte) cartridge, which was the largest-capacity cartridge Nintendo produced at that time. Ocarina of Time is the fifth game in The Legend of Zelda series, and the first with 3D graphics.

9.2



Rarity US: 3  
Rarity EU: 3

## LEGO Racers

**Developer** High Voltage Software  
**Publisher** LEGO Media  
**Release date** (us) October 31, 1999  
(eu) December 1, 1999  
**Genre** Racing, Battle  
**Players** 1-2 Players

Set in the fictional "Legoland" universe, the single-player mode follows various minifigure characters competing in a racing competition created by a fictional racing champion called Rocket Racer. Players control a minifigure, allowing them to drive a variety of cars built out of Lego and race them against other minifigure characters. Items can be used by the player to hinder other racers' progress, and the player can create their own cars and characters.

6.7





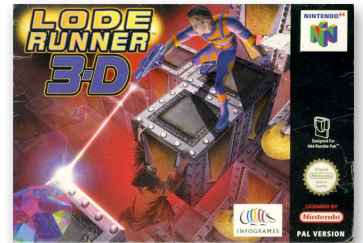
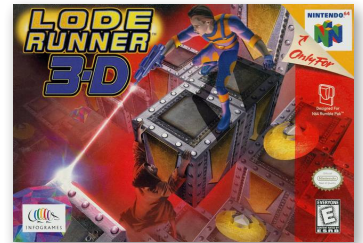
6.5



## Lode Runner 3-D

**Developer** Big Bang  
**Publisher** Infogrames  
**Release date** (us) March 26, 1999  
 (eu) 1999  
**Genre** Adventure, Puzzle  
**Players** 1 Player

The game mechanics are similar to the original; players outrun 'monsters' by using alternate routes, sliding on ropes, climbing ladders, or drilling holes in the ground to trap them. This game differs from the other incarnations of games from the series because of its apparent three-dimensional perspective. While essentially running in 2-dimensional space, the player has an option to move in another direction every so often.



Rarity US: 4  
 Rarity EU: 5

# "I'VE DUSTED THE FASTEST RACERS IN THE KNOWN UNIVERSE..."

Coming This September!

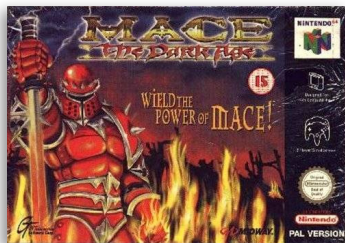
## "AND YOU'RE NEXT!"

BUILD YOUR RACE CAR!
CHOOSE YOUR PLAY THEME!
FIND HIDDEN SHORT CUTS!
COOL COMPETITORS!

If you want to be a LEGO® Racing Champion, you'd better **READ THIS FAST!** Load the game. Imagine a car, any car. Build it. Scrap it. Build it again, only better! Race in four separate worlds. Challenge your friends. Beat them. Master 12 wild race tracks. Defeat history's greatest champions like Johnny Thunder, Baron von Barron or the villainous Gypsy Moth. Only then, you'll have the chance to race the ultimate LEGO champion. Who am I? I'm Rocket-Racer... and by the way, **YOU READ TOO SLOW!**

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Rarity US: 3  
Rarity EU: 3

## Mace: The Dark Age

**Developer** Atari Games  
**Publisher** Midway  
**Release date** (us) October, 1997  
(eu) December, 1997  
**Genre** Fighting  
**Players** 1-2 Players

The game is similar to Bio F.R.E.A.K.S. and the Mortal Kombat series. Like in Mortal Kombat, when a character wins both rounds, they can perform an execution move on the enemy.

Mace: The Dark Age was praised mainly because of its graphics. It was also noted for stage interactions with things such as water, and damaging areas such as lava.

6.6



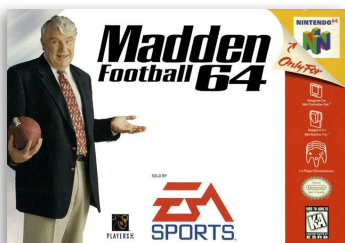
## Madden Football 64

**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) October 31, 1997  
(eu) December, 1997  
**Genre** Sports  
**Players** 1-4 Players

Madden Football 64 was the first game of the Madden NFL series to be released for the Nintendo 64. The game has commentary by Pat Summerall and John Madden.

This edition does not use real NFL team names or logos. Instead the teams use banners that consist of two bars with the team colors, and the team name on top of them in white, accompanied by players in their uniforms.

6.4



Rarity US: 2  
Rarity EU: 4

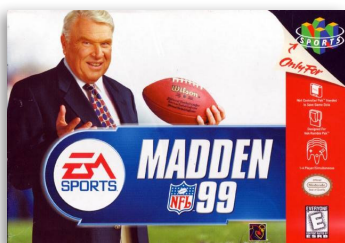


## Madden NFL 99

**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) September, 1998  
(eu) January, 1999  
**Genre** Sports  
**Players** 1-4 Players

The game was the first to feature the concept of covering the ball while running and the chop block and “clothes-line” techniques which were later scrapped and moved to players simply tackling ball-carriers. Although players’ heights now resemble their real life counterparts, all players share the same sized physiques. The game also had twelve historic teams including the 1978 Steelers and 1985 Bears.

6.2



Rarity US: 2  
Rarity EU: 3





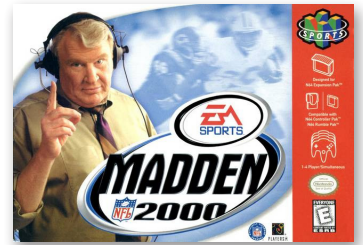
6.7



## Madden NFL 2000

<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) August 31, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Madden NFL 2000 was the second of the Madden NFL games to not solely feature John Madden on the cover in North America. The only other one was Madden NFL '95. Most versions of the game cover featured Madden prominently in the foreground, and a recognizable Barry Sanders in a background action graphic.



Rarity US: 2

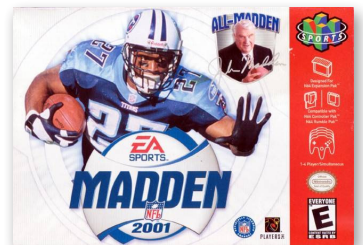
7.0



## Madden NFL 2001

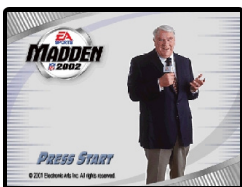
<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) August 28, 2000
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Madden NFL 2001 includes several customizable modes. Players have the ability to create a play, create a player, run a franchise, and collect Madden Cards, allowing players to perform certain actions during gameplay (for example, adding 5th downs, or limiting the CPU-controlled team to 3rd downs). The cards can also alter individual player ratings, unlock special stadiums, and unlock Hall of Fame and All-Madden teams.



Rarity US: 2  
Rarity EU: x

6.6

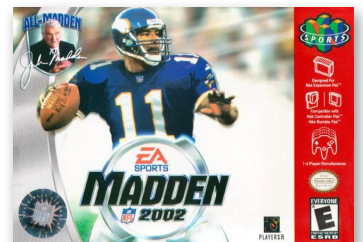


## Madden NFL 2002

<b>Developer</b>	Electronic Arts
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) September 12, 2001
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

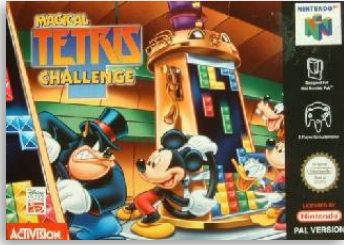
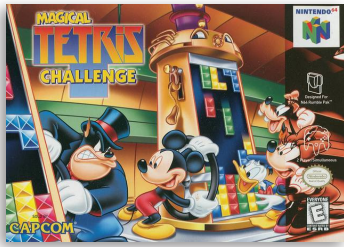
Madden NFL 2002 features play now, season, franchise, tournament, create-a-player and create-a-team modes. It also has the Madden Card feature. It was one of the last titles released on the Nintendo 64.

The game was met with universal acclaim to mixed reception. GameRankings and Metacritic gave it a score of 79.83% and 78 out of 100 for the Nintendo 64 version.



Rarity US: 2  
Rarity EU: x





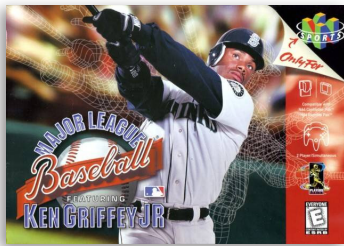
Rarity US: 3  
Rarity EU: 3

## Magical Tetris Challenge

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) January 14, 1999  
(eu) September, 1999  
**Genre** Puzzle  
**Players** 1-2 Players

In Magical Tetris, the player, as either Mickey Mouse, Minnie Mouse, Donald Duck, or Goofy, is pitted against an opponent, which is either the A.I. in Story or Endless Modes or another player in Versus Mode. Players control the standard seven Tetris pieces, race to make lines (and consecutive line clears, called combos), and attack the other player.

7.4



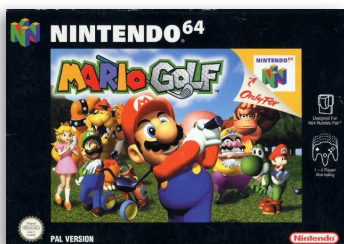
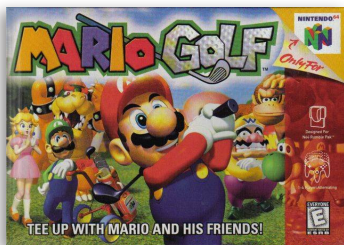
Rarity US: 3  
Rarity EU: 3

## Major League Baseball Featuring Ken Griffey, Jr.

**Developer** Angel Studios  
**Publisher** Nintendo  
**Release date** (us) May 31, 1998  
(eu) 1998  
**Genre** Sports  
**Players** 1-2 Players

Major League Baseball Featuring Ken Griffey, Jr. is an arcade-style baseball video game. It allows players to choose any contemporary Major League Baseball franchise and play through an exhibition, a complete season, or a World Series. Players can also choose any player from any team to compete in a Home Run Derby.

7.7



Rarity US: 3  
Rarity EU: 2

## Mario Golf

**Developer** Camelot  
**Publisher** Nintendo  
**Release date** (us) June 30, 1999  
(eu) September 14, 1999  
**Genre** Sports  
**Players** 1-4 Players

Players can play as a variety of characters including Mario, Luigi, Princess Peach, Yoshi, and Wario. The game also introduces Plum, Sonny, Harry, Maple, and Charlie, new characters created by Camelot specifically for the game, who have not appeared since (save for Plum's appearance as a trophy in Super Smash Bros. Melee and as a sticker in Super Smash Bros. Brawl).

7.4





8.3



## Mario Kart 64

<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) February 10, 1997 (eu) June 24, 1997
<b>Genre</b>	Racing, Battle
<b>Players</b>	1-4 Players

Mario Kart 64 is a kart racing game in which the player controls one of eight selectable Mario characters who race in karts in different race tracks that vary in shape and theme. During a race, the players can obtain random items from special boxes placed in different areas of the track that are used to impede the opposition and gain the advantage.



Rarity US: 1  
Rarity EU: 1

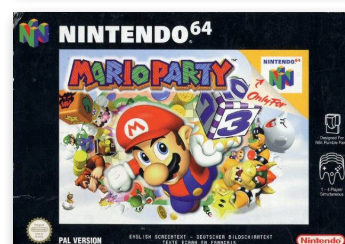
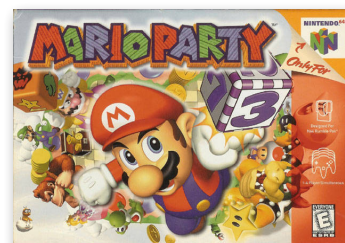
7.7



## Mario Party

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) February 8, 1999 (eu) March 9, 1999
<b>Genre</b>	Board Games
<b>Players</b>	1-4 Players

Consisting of 56 mini games (plus 3 hidden single player mini games), Mario Party takes the form of a traditional board game, with players taking turns to roll the dice block and move ahead the number of spaces shown ranging from one to ten. The primary objective of the game is to collect more stars than any other player. The winner of the game is the player with the most stars after all the turns have been completed.



Rarity US: 3  
Rarity EU: 3

7.9

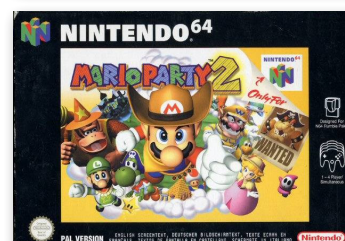


## Mario Party 2

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) January 24, 2000 (eu) October 13, 2000
<b>Genre</b>	Board Games
<b>Players</b>	1-4 Players

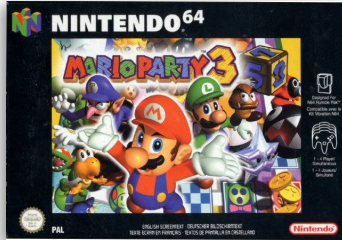
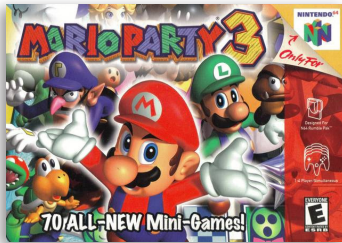
There are 65 mini-games in Mario Party 2. They are divided into four-player, one vs. three, two vs. two, and battle games. The type of mini game is determined by the color of the spaces players land on. If a player lands on a battle space, a battle mini game begins.

The game received mostly positive reviews.



Rarity US: 3  
Rarity EU: 3





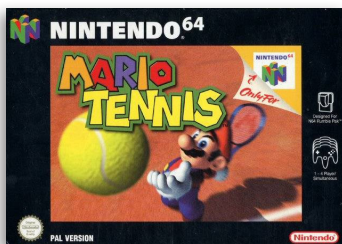
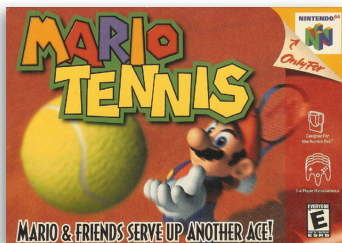
Rarity US: 4  
Rarity EU: 5

## Mario Party 3

**Developer** Hudson Soft  
**Publisher** Nintendo  
**Release date** (us) May 6, 2001  
 (eu) November 16, 2001  
**Genre** Board Games  
**Players** 1-4 Players

Mario Party 3 is the third and final Mario Party title for the Nintendo 64. The player can choose between eight playable characters: Mario, Luigi, Princess Peach, Yoshi, Wario, Donkey Kong, and newcomers Waluigi and Princess Daisy. Mario Party 3 features duel maps, in which two players try to lower each other's stamina to zero using non-playable characters such as Chain Chomps.

7.8



Rarity US: 3  
Rarity EU: 2

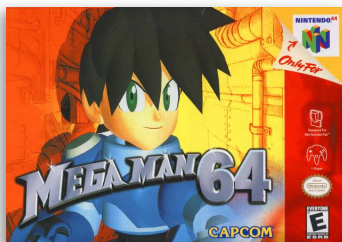
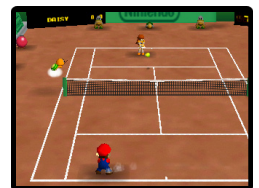
## Mario Tennis

**Developer** Camelot  
**Publisher** Nintendo  
**Release date** (us) August 28, 2000  
 (eu) November 3, 2000  
**Genre** Sports  
**Players** 1-4 Players

Mario Tennis is the first tennis-based game starring Mario since Mario's Tennis, and the second game developed by Camelot on a Nintendo system. The game is known for being the introduction of Waluigi, and the re-introduction of Princess Daisy and Birdo.

The game has received very positive reviews overall.

7.8



Rarity US: 4

## Mega Man 64

**Developer** Capcom  
**Publisher** Capcom  
**Release date** (us) January 10, 2001  
**Genre** Action, Adventure  
**Players** 1 Player

Mega Man 64, also known as Mega Man Legends, is the first of the Mega Man series to take place in fully explorable 3D, and is paced more like an RPG than the previous stage-to-stage action games. Rock can explore the town and follow the story to find entrances to the underground ruins, where in he will find traps, feral Reaverbots, and large boss robots.

"mobygames.com"

7.4





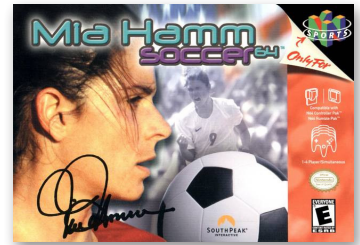
5.7



## Michael Owen's WLS 2000

<b>Developer</b>	Silicon Dreams
<b>Publisher</b>	THQ, SouthPeak Interactive
<b>Release date</b>	(us) November 9, 2000 (eu) November 10, 2000
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Michael Owen's WLS 2000, also known as Mia Hamm 64 Soccer, RTL World League Soccer 2000, and Telefoot Soccer 2000, use a graphics engine similar to the ISS series. The game is notable for its absence of secret audio track, but still received favorable reviews from both consumers and critics.



Rarity US: 3  
Rarity EU: 3

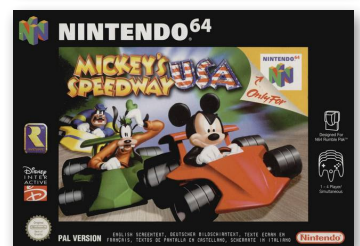
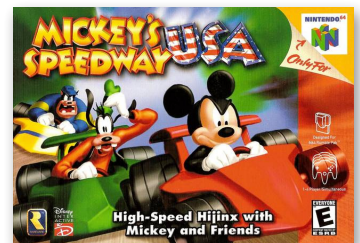
7.2



## Mickey's Speedway USA

<b>Developer</b>	Rare
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) November 13, 2000 (eu) December 1, 2000
<b>Genre</b>	Racing, Battle
<b>Players</b>	1-4 Players

Mickey's Speedway USA includes a Grand Prix mode, as well as multiplayer racing and battle modes. The game features six initial characters, with a further four being unlockable. The default characters are paired in likeness, and each pair is given the same statistics, such as Donald and Mickey having average statistics, or Pete and Goofy having a concentration in speed and quickness.



Rarity US: 3  
Rarity EU: 4

6.8

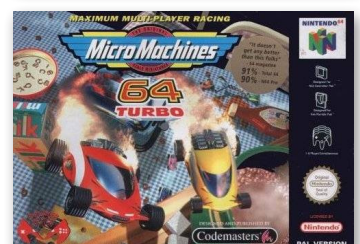
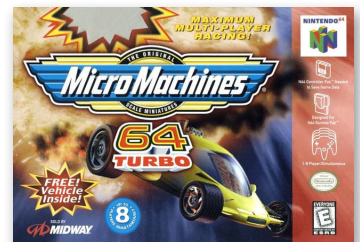


## Micro Machines 64 Turbo

<b>Developer</b>	Codemasters
<b>Publisher</b>	Midway
<b>Release date</b>	(us) March 24, 1999 (eu) April 30, 1999
<b>Genre</b>	Racing, Battle
<b>Players</b>	1-4 Players

Micro Machines 64 Turbo was an conversion of Micro Machines V3, with added extras exclusive to the N64 version.

In the game, players race a selection of tiny toy vehicles (racing cars, tanks, boats and more) across the beach, garden and areas of the house, just like they would with the real Micro Machines toys.



Rarity US: 3  
Rarity EU: 3





Rarity US: 3

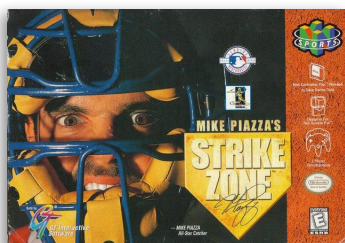
## Midway's Greatest Arcade Hits: Volume 1

<b>Developer</b>	Digital Eclipse
<b>Publisher</b>	Midway
<b>Release date</b>	(us) November 14, 2000
<b>Genre</b>	Arcade, Compilation
<b>Players</b>	1-2 Players

Midway's Greatest Arcade Hits: Volume 1 is a collection of classic Arcade titles: Spy Hunter, Joust, Defender, and Robotron. The games Sinistar, and Rootbeer Tapper was two exclusive to the Nintendo 64 version.

The second volume has only been released on Sega's Dreamcast. There was originally planned to be a third volume for the Dreamcast, but was later cancelled.

6.5



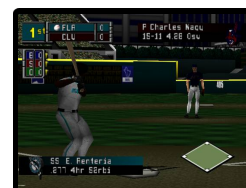
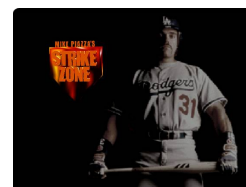
Rarity US: 4

## Mike Piazza's Strike Zone

<b>Developer</b>	Devil's Thumb Entertainment
<b>Publisher</b>	GT Interactive
<b>Release date</b>	(us) June 16, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

Mike Piazza's Strike Zone is a baseball game licensed by Major League Baseball. While being endorsed by Mike Piazza, Strike Zone represents all of the MLB players in the 1997–98 season including those in the National League and American League. The game offers standard baseball game play with all 30 official stadiums, a choice of leagues to play for, but also offers the player the option to design their own team and league.

5.8

Rarity US: 3  
Rarity EU: 4

## Milo's Astro Lanes

<b>Developer</b>	Player 1
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) November 24, 1998 (eu) July 25, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Milo's Astro Lanes takes place in a futuristic world where there are intergalactic bowling alleys. It makes use of the Rumble Pak and the Controller Pak. The latter must be used for the former to be used.

The game was met with average reception, as GameRankings gave it a score of 69% based on only four reviews.

5.6





7.8



## Mischief Makers

<b>Developer</b>	Treasure
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) October 1, 1997 (eu) December 1, 1997
<b>Genre</b>	Action, 2D Platformer
<b>Players</b>	1 Player

Mischief Makers is a side-scrolling platform game. The player assumes the role of Marina, a robotic maid who journeys to rescue her creator from the emperor of Planet Clancer. The gameplay revolves around grabbing, shaking, and throwing objects. There are five worlds and 52 levels, and the game is displayed in "2½D".



Rarity US: 4  
Rarity EU: 3

6.2

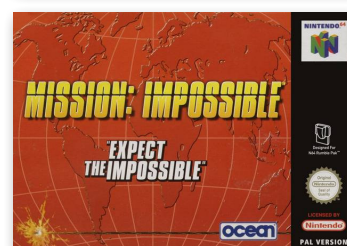
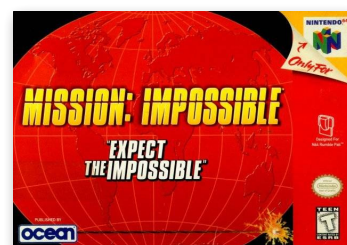


## Mission: Impossible

<b>Developer</b>	Infogrames
<b>Publisher</b>	Ocean
<b>Release date</b>	(us) July 18, 1998 (eu) September 11, 1997
<b>Genre</b>	Action, Adventure
<b>Players</b>	1 Player

Mission: Impossible is an action and third-person shooter based on the 1996 film Mission: Impossible. It was the last game to be developed by Ocean Software before the company was bought out in 1998.

The player controls Ethan Hunt in most of the missions, and the majority of the game centers around completing tasks undetected or disguised.



Rarity US: 2  
Rarity EU: 1

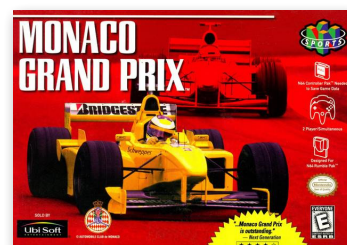
7.2



## Monaco Grand Prix

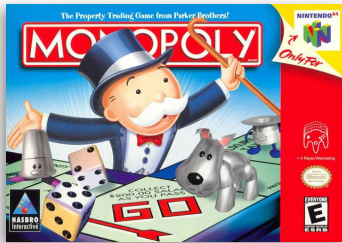
<b>Developer</b>	Ubisoft
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) September, 1999 (eu) June, 1999
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

Monaco Grand Prix: Racing Simulation 2, also known as just Monaco Grand Prix, is based on the Formula One World Championship, but does not have the licence to use drivers names, official cars, etc. (the licence was held by Video System at the time, who made F-1 World Grand Prix and F-1 World Grand Prix II). The game does however have a licence to use Formula One's official sponsors; Schweppes and Castrol among others.



Rarity US: 4  
Rarity EU: 2





Rarity US: 4

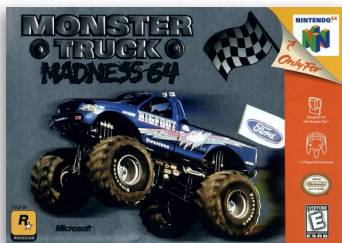
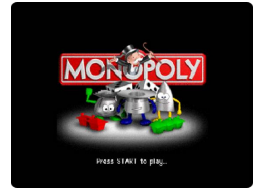
## Monopoly

**Developer** Mind's Eye  
**Publisher** Hasbro Interactive  
**Release date** (us) December 17, 1999  
**Genre** Board Games  
**Players** 1-4 Players

The Nintendo 64 received its own adaptation of the classic board game of ruthless capitalism, featuring fully polygonal 3D graphics.

The game includes US and UK board versions and three varieties of game: standard, short and timed. In each, various rule options can be set, including popular house rules like the free parking pot, double money for landing on GO, etc.

6.0

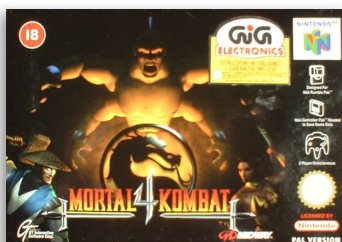
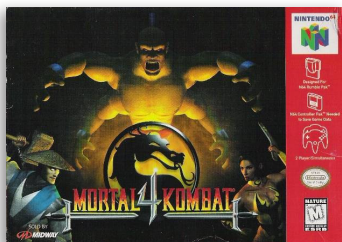
Rarity US: 3  
Rarity EU: 4

## Monster Truck Madness 64

**Developer** Mind's Eye  
**Publisher** Hasbro Interactive  
**Release date** (us) June 30, 1999  
 (eu) October 29, 1999  
**Genre** Racing  
**Players** 1-4 Players

This sequel to Monster Truck Madness offers improved graphics, an updated interface, new trucks and tracks and the addition of variable weather conditions when compared to its predecessor. However, the game engine is essentially the same, and most custom trucks and tracks are compatible with both games. The game contains assets from older TRI games, like Hellbender and CART Precision Racing.

6.2

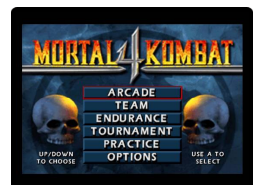
Rarity US: 3  
Rarity EU: 4

## Mortal Kombat 4

**Developer** Eurocom  
**Publisher** Midway  
**Release date** (us) June 23, 1998  
 (eu) September 15, 1998  
**Genre** Fighting  
**Players** 1-2 Players

Eurocom was in charge of making the console versions of the game and they worked for eight months to finish the Nintendo 64 port. One of their main objectives was to maintain 60 frames per second as they had never done that with a 3D fighting game. While all the traits from the arcade mode were added to the home version, Eurocom had to change the polygon count to “squeeze into the resources of the Nintendo 64”.

6.8





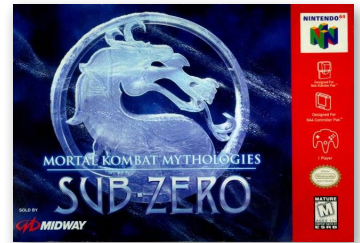
5.4



## Mortal Kombat Mythologies: Sub-Zero

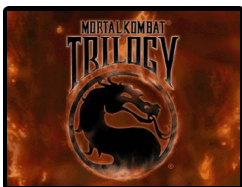
**Developer** Avalanche Software  
**Publisher** Midway  
**Release date** (us) December 8, 1997  
 (eu) February 12, 1998  
**Genre** Adventure, Fighting  
**Players** 1 Player

The events of Mythologies is set prior to the tournament in the original Mortal Kombat. The storyline centers on the ninja, Sub-Zero. In the story he is asked to find an amulet by the sorcerer Quan Chi. The player controls Sub-Zero in multiple stages as he faces multiple enemies trying to eliminate him.



Rarity US: 4  
 Rarity EU: 3

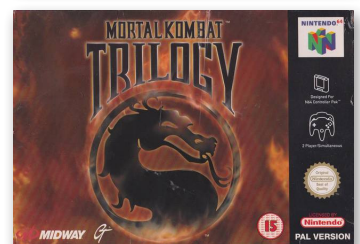
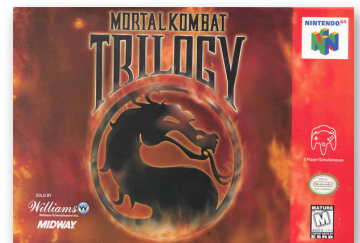
7.3



## Mortal Kombat Trilogy

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) October 31, 1996  
 (eu) March 14, 1997  
**Genre** Fighting  
**Players** 1-2 Players

The Nintendo 64 port is based on the Windows PC and PlayStation versions of Mortal Kombat 3 and the Sega Saturn version of Ultimate Mortal Kombat 3. This edition includes 3-on-3 simultaneous battles as an exclusive feature. In this version, like in the arcade, the player begins the game with four credits, but after playing a 2-player match, the player gets an extra credit, while in the CD-ROM versions anyone can play for free.



Rarity US: 3  
 Rarity EU: 3

6.3



## MRC: Multi-Racing Championship

**Developer** Genki  
**Publisher** Ocean  
**Release date** (us) August 31, 1997  
 (eu) October, 1997  
**Genre** Racing  
**Players** 1-2 Players

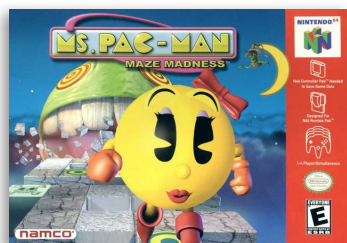
Multi-Racing Championship is a racing game compatible with both the Controller Pak and the Rumble Pak.

The game features ten cars, which are divided into two groups: road cars and off-road vehicles. MRC includes three tracks: Sea Side, Mountain, and Downtown. The courses have multiple paths and mirror tracks.



Rarity US: 3  
 Rarity EU: 2





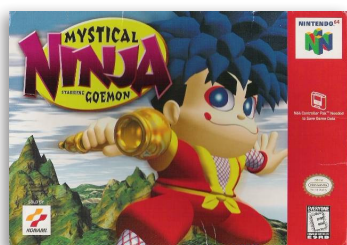
Rarity US: 4

## Ms. Pac-Man Maze Madness

<b>Developer</b>	Mass Media
<b>Publisher</b>	Namco
<b>Release date</b>	(us) November 12, 2000
<b>Genre</b>	Adventure, Maze
<b>Players</b>	1-4 Players

Ms. Pac-Man Maze Madness is a 3D, four-directional control (block-based) puzzle game starring Ms. Pac-Man. Unlike the previous 20th Anniversary Pac-Man World, the player must follow along designated paths. It was well received for its simple gameplay, staying true to the original 'Ms. Pac-Man' game, but its multiplayer mode was at times heavily criticized.

6.7

Rarity US: 5  
Rarity EU: 3

## Mystical Ninja Starring Goemon

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) April 16, 1998 (eu) April 18, 1998
<b>Genre</b>	Action, Adventure
<b>Players</b>	1 Player

Mystical Ninja Starring Goemon is the fifth entry in the Ganbare Goemon series. The game features hybrid elements of platform games like Super Mario 64 and action-adventure games like The Legend of Zelda series.

Reviewers praised its graphics, gameplay, and humorous plot. Critics criticized the localization, camera control, and dull stretches of travel through Japan.

8.3





5.4

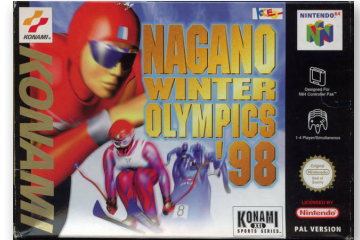
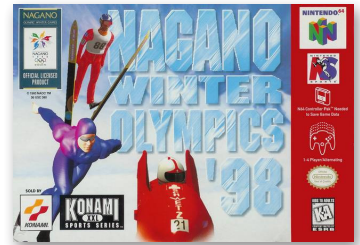


## Nagano Winter Olympics '98

<b>Developer</b>	Konami
<b>Publisher</b>	Konami
<b>Release date</b>	(us) January 10, 1998 (eu) February 1, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Nagano Winter Olympics '98 is a multi-event sports game from Konami. It is based on the 1998 Winter Olympics and features 10 Olympic events including skating, skiing, luge, bobsleigh, slalom, curling, halfpipe and snowboarding.

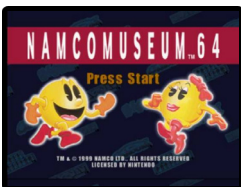
The game has received generally negative reviews from critics.



Rarity US: 3

Rarity EU: 2

7.3

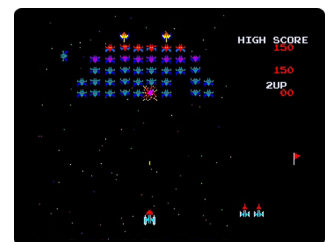


## Namco Museum 64

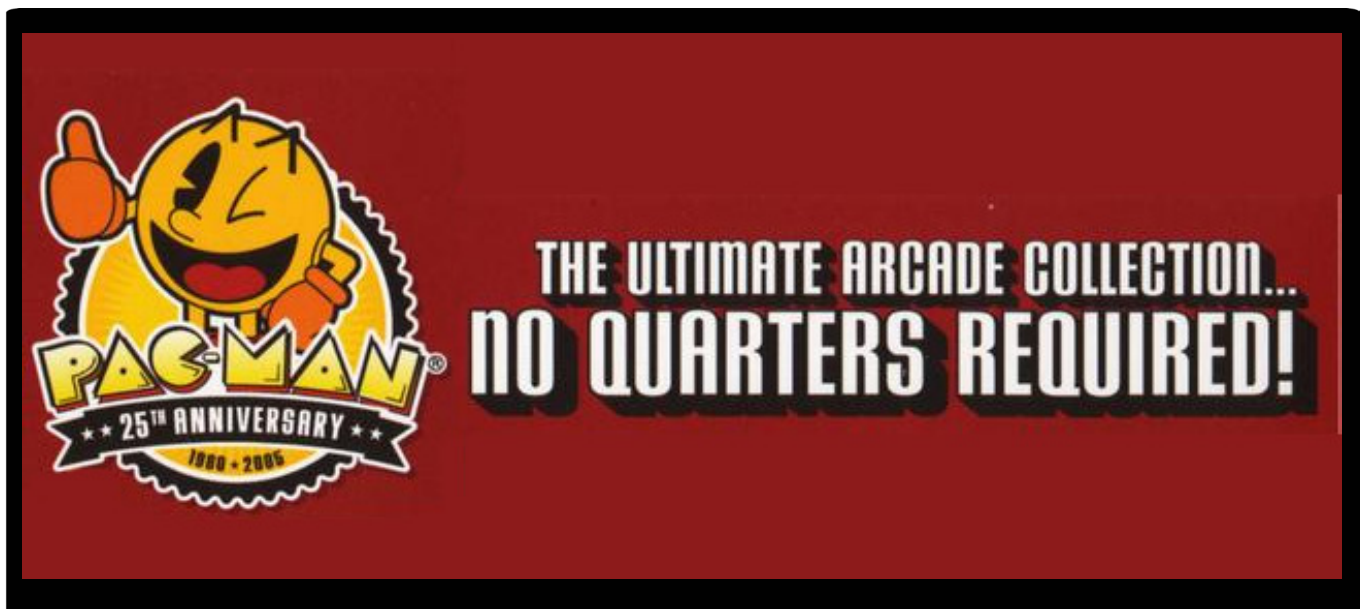
<b>Developer</b>	Mass Media
<b>Publisher</b>	Namco
<b>Release date</b>	(us) October 31, 1999
<b>Genre</b>	Arcade, Compilation
<b>Players</b>	1-2 Players

Namco Museum 64 feature five games: Pac-Man (1980), Ms. Pac-Man (1982), Galaga (1981), Galaxian (1979), Dig Dug (1982), and Pole Position (1982).

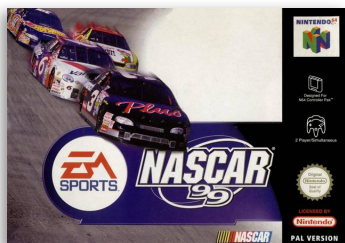
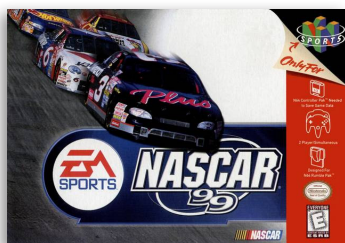
The Nintendo 64 version lack a saving feature built into the cartridge. For this reason, the Nintendo 64 version can only do so with a separate Controller Pak.



Rarity US: 2







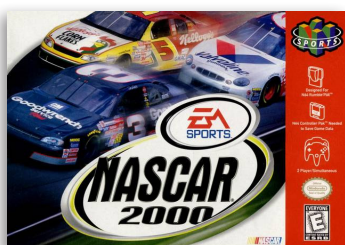
Rarity US: 2  
Rarity EU: 3

## NASCAR 99

**Developer** Stormfront Studios  
**Publisher** Electronic Arts  
**Release date** (us) September 11, 1998  
 (eu) November, 1998  
**Genre** Racing  
**Players** 1-2 Players

NASCAR 99 is the second game relating in EA Sports NASCAR series of video games. The game features thirty-one of the drivers from the 1998 Winston Cup Series season and six legendary drivers. The game also includes seventeen different NASCAR race tracks, including Atlanta Motor Speedway, Sears Point, and Michigan International Speedway.

6.5



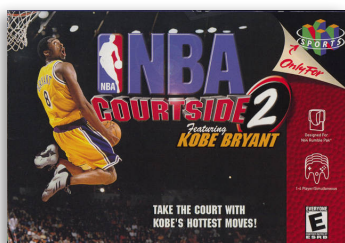
Rarity US: 3

## NASCAR 2000

**Developer** Stormfront Studios  
**Publisher** Electronic Arts  
**Release date** (us) September 30, 1999  
**Genre** Racing  
**Players** 1-2 Players

NASCAR 2000 is a racing simulator based on the 1999 NASCAR Winston Cup Series. The game, along with NASCAR 98, is regarded as one of the best of EA Sports NASCAR series of video games. It was the last game for PC, it would not appear on NASCAR 2001 until NASCAR Thunder 2002. This game was the third of the series.

6.3



Rarity US: 3

## NBA Courtside 2: Featuring Kobe Bryant

**Developer** Left Field Productions  
**Publisher** Nintendo  
**Release date** (us) November 8, 1999  
**Genre** Sports  
**Players** 1-4 Players

NBA Courtside 2: Featuring Kobe Bryant is the sequel to Kobe Bryant in NBA Courtside. Bryant also performed the motion capture for the game.

The ability to play multiple seasons has been added. New features include the ability to play a three-point contest and additional options for creating a player from scratch.

7.4





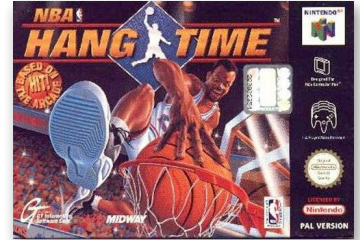
7.4



## NBA Hangtime

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) January 17, 1997  
 (eu) September 1, 1997  
**Genre** Sports  
**Players** 1-4 Players

NBA Hang Time is a 2-on-2 arcade basketball action game following in the footsteps of NBA Jam. All NBA teams, each featuring 4 players to choose from, are included along with fast paced, over-the-top basketball, disregarding the normal rules of the game but including fouls and out of bounds. Players can also create their own player, with a collection of body parts and clothing to choose from.



Rarity US: 4  
 Rarity EU: 3

7.0

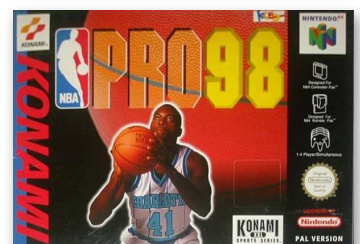
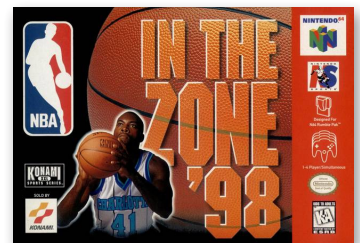


## NBA In The Zone '98

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) February 10, 1998  
 (eu) 1998  
**Genre** Sports  
**Players** 1-4 Players

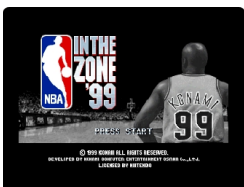
This fully licensed NBA title features all teams and players from the NBA for the 97/98 season, allowing Exhibition, Season, Playoff and All-Star modes for 1-4 players.

Full teams stats, info and schedules are included, along with a complete list of options to create the game the player want (from the length of each match, rules, control schemes, difficulty and more).



Rarity US: 3  
 Rarity EU: 3

8.1

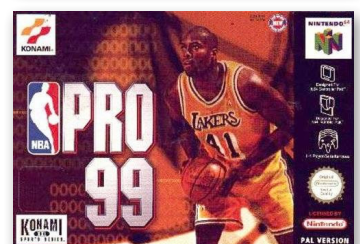
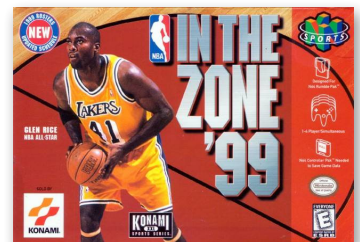


## NBA In The Zone '99

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) April 7, 1999  
 (eu) 1999  
**Genre** Sports  
**Players** 1-4 Players

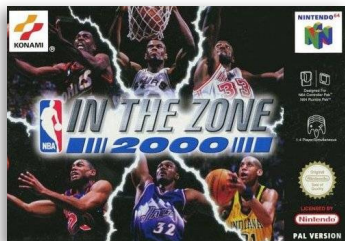
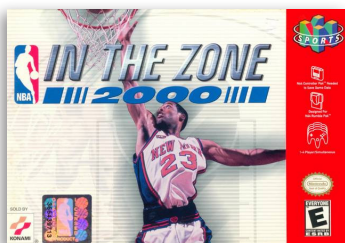
Konami's second attempt of NBA basketball features all the options from the '98 title plus new motion captured moves, an icon passing system, on the fly play calling and up-to-date rosters and stats for the 98/99 NBA season. A new three point contest is included to go with the Exhibition, Season, Playoff and All-Star modes.

"mobygames.com"



Rarity US: 3  
 Rarity EU: 3





Rarity US: 4

Rarity EU: 4

## NBA In The Zone 2000

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) February 18, 2000  
 (eu) May, 2000  
**Genre** Sports  
**Players** 1-4 Players

The third in the In the Zone titles features all the usual options players come to expect from an NBA simulation title, including Season, Exhibition, Playoff, All-Star, Slam Dunk and three point shoot-out contests.

Fully licensed, the game features all the latest players, stats and teams from the NBA 99/2000 season.

*"mobygames.com"*

6.6

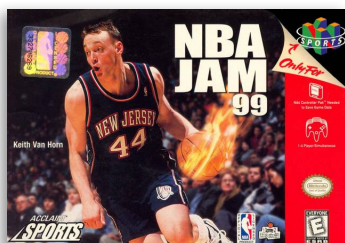


## NBA Jam '99

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) December 4, 1998  
 (eu) December, 1998  
**Genre** Sports  
**Players** 1-4 Players

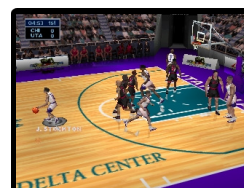
NBA Jam 99 is a basketball game for the Nintendo 64. Acclaim was unable to secure the license to use Michael Jordan's name or likeness, and as such he was not available as a player for the Chicago Bulls. A player named Roster Guard is available in his place. Rosters are accurate as of July 1, 1998. The game also features Kevin Harlan on play-by-play with Bill Walton as the color commentator.

6.9



Rarity US: 3

Rarity EU: 3

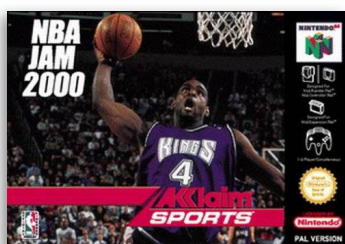
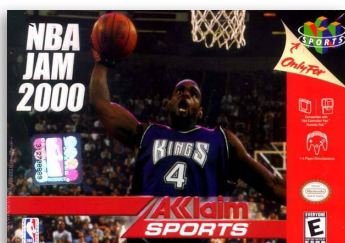


## NBA Jam 2000

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) October 31, 1999  
 (eu) January 21, 2000  
**Genre** Sports  
**Players** 1-4 Players

NBA Jam 2000 is a licensed basketball simulation for the 1999–2000 NBA season. It also contained elements of the classic NBA Jam series in Jam Mode. The rosters were accurate as of October 16, 1999. All photos and video used are from the 1998–1999 NBA season. The cover features former Sacramento Kings power forward Chris Webber.

7.5



Rarity US: 3

Rarity EU: 4





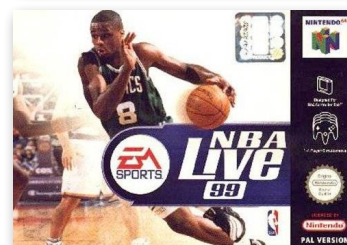
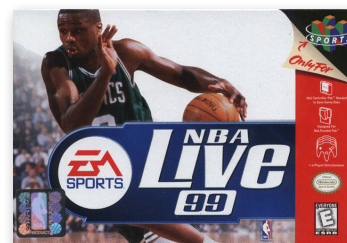
6.9



## NBA Live 99

<b>Developer</b>	NuFX
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 4, 1998 (eu) December, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

NBA Live 99 is EA Sports' NBA release for the 1998–99 NBA season. Some of the major additions in Live 99 include Practice Mode and multi-season play featuring player development between seasons. Although it did not feature free agency or generated rookies, it would turn out to be the forerunner to Franchise Mode.



Rarity US: 2  
Rarity EU: 2

7.3

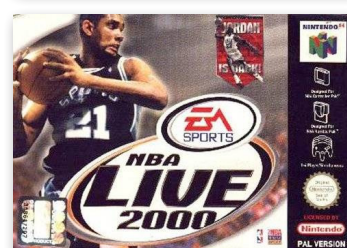
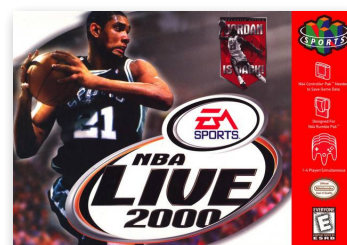


## NBA Live 2000

<b>Developer</b>	NuFX
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) October 31, 1999 (eu) December, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

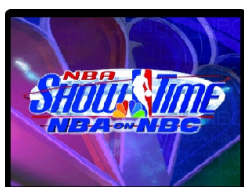
NBA Live 2000 was the first game to include legendary players, including Michael Jordan who made his first (official) appearance in the series. It was also the final NBA Live game released for Nintendo 64.

The game was met with positive reception upon release; GameRankings gave it a score of 79.62% for the Nintendo 64 version.



Rarity US: 3  
Rarity EU: 3

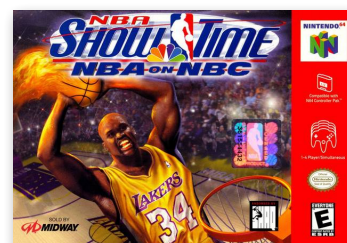
7.5



## NBA Showtime: NBA on NBC

<b>Developer</b>	Eurocom
<b>Publisher</b>	Midway
<b>Release date</b>	(us) October 31, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

The game features gameplay similar to its predecessors NBA Jam and NBA Hangtime. Rather than typical 5 on 5 action, this game features 2 on 2 play with the ability to pick two players from any NBA team's starting line-up for the first half and can choose again for the second. The game introduces personal fouls for each shove on another player; after a certain number of fouls the opposing team gets a free throw.



Rarity US: 4





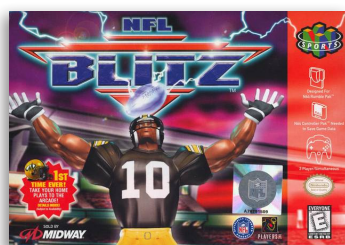
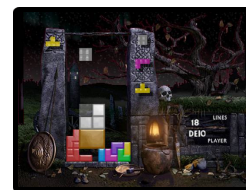
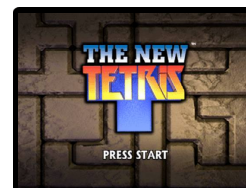
Rarity US: 4  
Rarity EU: 4

## The New Tetris

**Developer** H2O Entertainment  
**Publisher** Nintendo  
**Release date** (us) July 31, 1999  
 (eu) October 15, 1999  
**Genre** Puzzle  
**Players** 1-4 Players

The game is notable for showing scenic fly-bys of famous structures (for examples the Sphinx, the Pantheon, Saint Basil's Cathedral, a Mayan temple, and others) rendered in realtime. This is relatively difficult for the Nintendo 64 hardware to accomplish at the quality that is achieved. The New Tetris also features a multiplayer mode with up to four players and an ethnically themed electronic dance music soundtrack by Neil Voss.

7.8



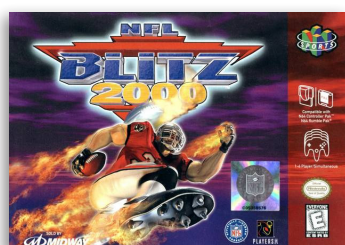
Rarity US: 3

## NFL Blitz

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) September 9, 1998  
**Genre** Sports  
**Players** 1-2 Players

NFL Blitz is a series of American football themed video games by Midway featuring National Football League teams. Rather than being designed as a realistic interpretation of the sport of football, like Madden NFL or NFL 2K, the Blitz series was created as an over-the-top, exaggerated version of the sport, inspired by Midway's own NBA Jam basketball games.

7.3



Rarity US: 3

## NFL Blitz 2000

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) July 31, 1999  
**Genre** Sports  
**Players** 1-4 Players

Additions this year come in the form of a season mode, a simpler passing system based on preset buttons (gone is the "aiming" mechanism) as well as a limited yet functional play-book editor.

Also included are new audible calls and voice-overs, smoother animations and new stadiums to play in.

7.4



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7.9

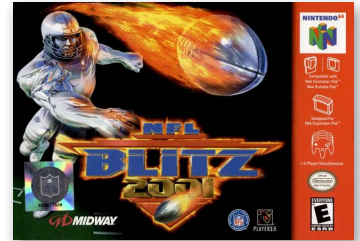


## NFL Blitz 2001

<b>Developer</b>	Point of View
<b>Publisher</b>	Midway
<b>Release date</b>	(us) September 12, 2000
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

No refs... No rules... Just 'classic' gridiron. Late hits, pass interferences, and other penalties are encouraged (though players can't run offside). Cheerleaders in, well, cheer-leading uniforms liven up the end of the first and third quarter and there's enough stats to make the mathematically inclined happy. However, the teams features are not entirely based on real life.

*"mobygames.com"*



Rarity US: 3

7.8



## NFL Blitz Special Edition

<b>Developer</b>	Point of View
<b>Publisher</b>	Midway
<b>Release date</b>	(us) November 28, 2001
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Blitz SE was part of a special Blockbuster promotion, giving Blockbuster the exclusive release and sales for the game. Blockbuster initially had put it on shelves as a "rent only" title, but the game was placed on sale in their stores just weeks later. Because of this, the game was not widely available and did not produce sales numbers akin to those of previous Blitz releases.

*"giantbomb.com"*



Rarity US: 6

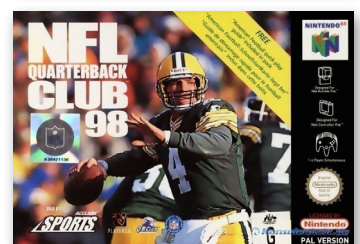
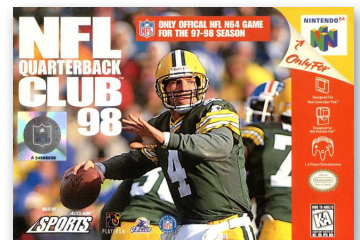
6.3



## NFL Quarterback Club '98

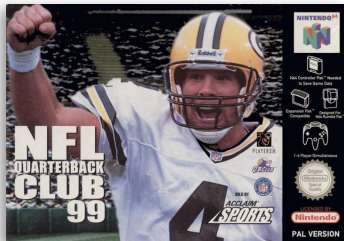
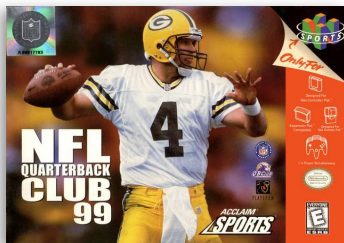
<b>Developer</b>	Iguana Entertainment
<b>Publisher</b>	Acclaim
<b>Release date</b>	(us) October 24, 1997 (eu) December, 1997
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

NFL Quarterback Club '98 contained numerous features: One of NFL Quarterback Club '98's features is Simulation mode. There are two kinds of Simulation modes, Custom and Historic. Another feature found in the game allows one to create a player. The game allows one to enter information such as the player's position, name, jersey number, height, weight, dominant hand, skin color, and age.



Rarity US: 1  
Rarity EU: 2





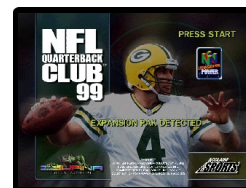
Rarity US: 2  
Rarity EU: 3

## NFL Quarterback Club '99

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) November 10, 1998  
 (eu) December, 1998  
**Genre** Sports  
**Players** 1-4 Players

NFL Quarterback Club '99 is one of the first sports games to work with the Expansion Pak. The game features the ability to replay past Super Bowls and provides historical descriptions of them. NFL Quarterback Club '99 delivers all 31 teams and 3D rendered stadiums (the Cleveland Browns can only be accessed by using a cheat code). 1,500 players are featured in the game with over 250 motion-capture animations.

6.5



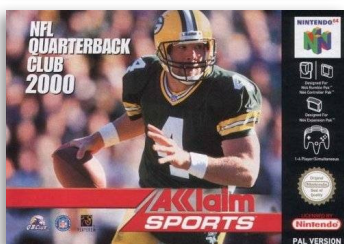
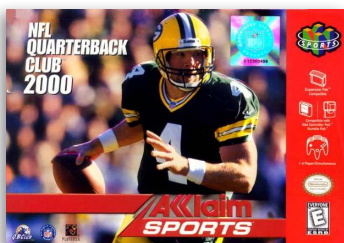
## NFL Quarterback Club 2000

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) August 31, 1999  
 (eu) October 9, 1999  
**Genre** Sports  
**Players** 1-4 Players

QC returns for another season. For the third time around, improvements over the previous titles include far more player detail and animations during plays (thanks to 1200 motion captured moves) and more moves and strategies.

In terms of gameplay, the usual assortment of options are included, from full team management (trades, drafting, etc.) to create a player and create a team modes.

6.0



Rarity US: 2  
Rarity EU: 3



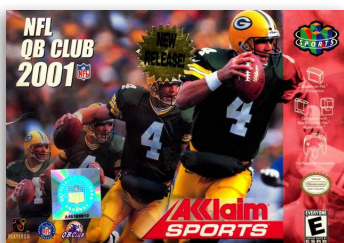
## NFL Quarterback Club 2001

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) August 23, 2000  
**Genre** Sports  
**Players** 1-4 Players

NFL QB Club 2001 is the last title in the series to be released for the Nintendo 64 and DreamCast. The game follows in the footsteps of the previous three titles on both consoles, with a full on NFL football simulation with all the teams, players and stats. The game cartridge was red, unlike the usual gray color for N64 cartridges.

Players can create their own team and players, a full play book, and sign or trade players pre-season.

7.6



Rarity US: 3





7.4

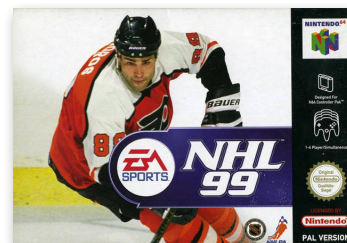
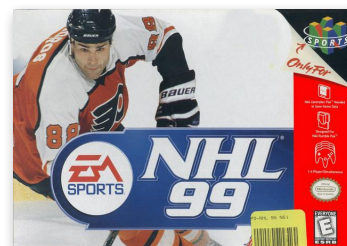


## NHL 99

**Developer** MBL Research  
**Publisher** Electronic Arts  
**Release date** (us) October 1, 1998  
 (eu) November 30, 1998  
**Genre** Sports  
**Players** 1-4 Players

NHL 99 was the successor to NHL 98. The game boasted great improvements to the game from NHL 98. However the next two editions feature small improvements from this game thus making this game similar to NHL 2000 and NHL 2001.

The game was met with positive reception upon release; GameRankings gave it a score of 84.29%.



Rarity US: 3  
 Rarity EU: 2

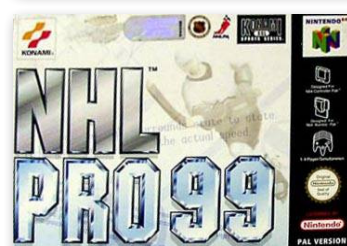
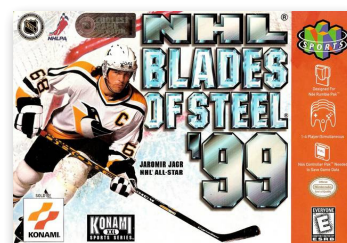
5.7



## NHL Blades of Steel '99

**Developer** Konami  
**Publisher** Konami  
**Release date** (us) April 5, 1999  
 (eu) September, 1999  
**Genre** Sports  
**Players** 1-4 Players

NHL Blades of Steel '99 feature all 27 NHL teams including the expansion Nashville Predators. Western and Eastern conference All-Star teams. Updated 98-99 team rosters. Create-a-player mode. Three game play modes: exhibition, season, and playoffs. Season and Playoff state tracking in more than 35 categories. And four player simultaneous multiplayer mode.



Rarity US: 4  
 Rarity EU: 3

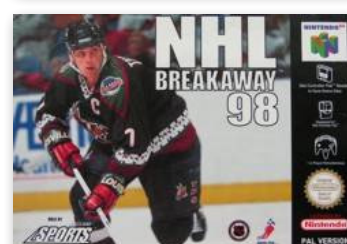
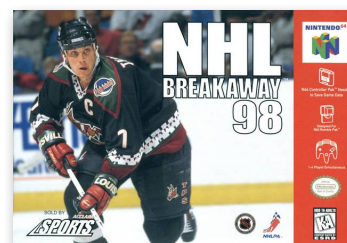
6.7



## NHL Breakaway '98

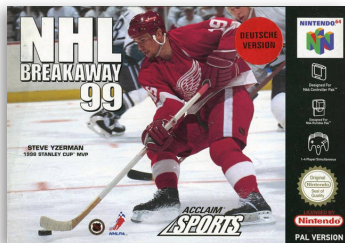
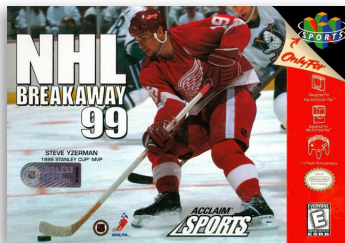
**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) February 26, 1998  
 (eu) February 26, 1998  
**Genre** Sports  
**Players** 1-4 Players

NHL Breakaway 98 offers one of the most original features ever to appear in a hockey game: the Momentum-Based Checking System. Players can actually out-skate and out-muscle each other, depending on a player's size and speed. For example, some players may be smaller but are fast, while others may be slow but possess the strength and size to do all the dirty work.



Rarity US: 2  
 Rarity EU: 2





Rarity US: 4  
Rarity EU: 4

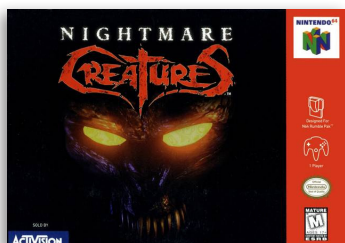
## NHL Breakaway '99

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) November 27, 1998  
 (eu) December, 1998  
**Genre** Sports  
**Players** 1-4 Players

NHL Breakaway 99 includes new and updated rosters, teams and schedules. All 27 NHL team feature up to date stats and ratings from the 97-98 season. There are five game modes: exhibition, practice, season, shootout, and playoffs. A wide variety of settings can be set for each game including, injuries, fatigue, fighting and penalty options.

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7.1



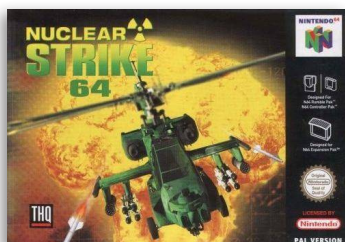
Rarity US: 4

## Nightmare Creatures

**Developer** Kallisto Technologies  
**Publisher** Activision  
**Release date** (us) November, 1998  
**Genre** Survival horror  
**Players** 1 Player

Nightmare Creatures is a survival horror. While the PlayStation and Windows ports were essentially the same, the Nintendo 64 version saw a handful of minor changes. Given the limited storage capacity of the N64's cartridge system, all full-motion videos were removed. The platforming elements were made much easier in the N64 version, and the health-depleting adrenaline meter could also be turned off in the options menu.

6.1



Rarity US: 4  
Rarity EU: 4

## Nuclear Strike 64

**Developer** Pacific Coast Power & Light  
**Publisher** THQ  
**Release date** (us) November 30, 1999  
 (eu) March 3, 2000  
**Genre** Simulation, 3-D Shooter  
**Players** 1 Player

With the aid of fellow operatives, the player strap up in the good old Super Apache, -- a fictional helicopter variant that is armed with Hellfire and Sidewinder missiles and with Hydra cannons. There are also numerous other vehicles that players come to be able to use, including tanks and jet fighters.

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6.9





6.7

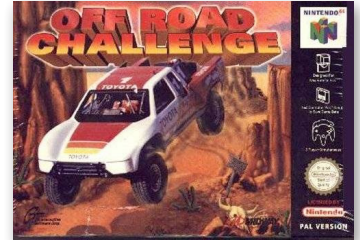
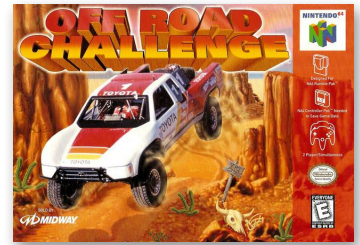


## Off Road Challenge

**Developer** Avalanche Software  
**Publisher** Midway  
**Release date** (us) June, 1998  
 (eu) September, 1998  
**Genre** Racing  
**Players** 1-2 Players

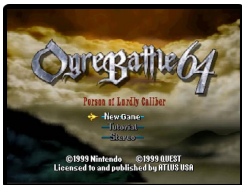
Off Road Challenge is part of the Off Road series which began with Ivan 'Ironman' Stewart's Super Off Road.

The levels are mostly offroad tracks, sometimes containing urban areas. It features a very primitive vehicle tuning system that allows the player to "Beef Up Your Truck!!" by purchasing upgrades to suspension, tires, "acceleration", and various other performance items.



Rarity US: 3  
 Rarity EU: 4

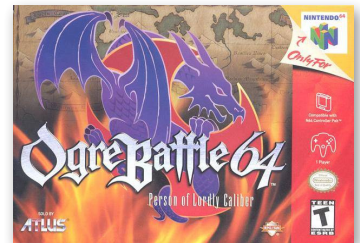
8.6



## Ogre Battle 64: Person of Lordly Caliber

**Developer** Quest  
**Publisher** Atlus  
**Release date** (us) October 7, 2000  
**Genre** Role Playing, Strategy  
**Players** 1 Player

Ogre Battle 64: Person of Lordly Caliber, sequel to Ogre Battle: The March of the Black Queen, is a real-time strategy role-playing video game. Though conceptually similar to the original Ogre Battle, significant game play tweaks were implemented to improve the game's overall flow.



Rarity US: 4

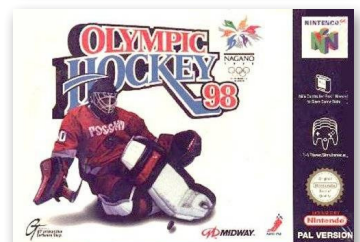
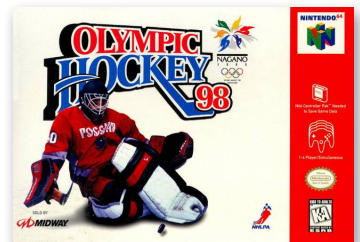
5.7



## Olympic Hockey Nagano '98

**Developer** Treyarch  
**Publisher** Midway  
**Release date** (us) February 23, 1998  
 (eu) April, 1998  
**Genre** Sports  
**Players** 1-4 Players

Olympic Hockey Nagano '98 is a re-release of Wayne Gretzky's 3D Hockey, but this time not endorsed by Wayne Gretzky and featuring the license for the 1998 Winter Olympics that were celebrated in Nagano, Japan. Besides the box art, in-game titles, and some minor graphic changes (such as team logos and colors), every single aspect of the game is practically identical to Wayne Gretzky's 3D Hockey.



Rarity US: 3  
 Rarity EU: 3





Rarity US: 4  
Rarity EU: 3

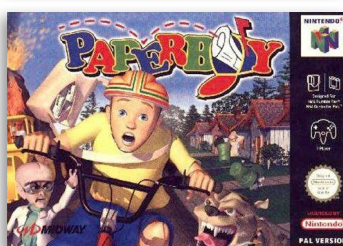
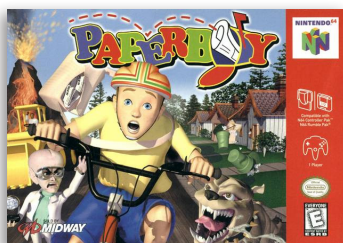
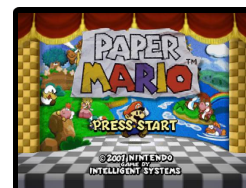
## Paper Mario

**Developer** Intelligent Systems  
**Publisher** Nintendo  
**Release date** (us) February 5, 2001  
(eu) October 5, 2001  
**Genre** Role Playing, Adventure  
**Players** 1 Player

Paper Mario is the second Mario role-playing game to be released (following Super Mario RPG) and is the first installment for the Paper Mario series.

The game's story centers on Mario as he tries to reclaim the seven Star Spirits, who have been incarcerated in playing cards by Bowser and Kammy Koopa.

8.7



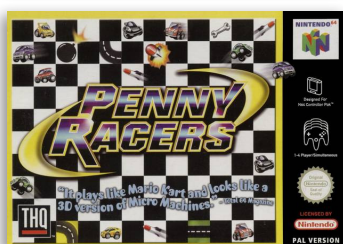
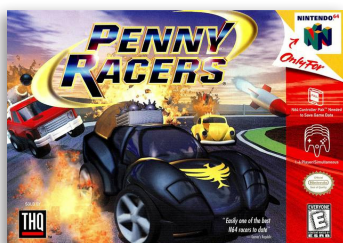
Rarity US: 3  
Rarity EU: 3

## Paperboy 64

**Developer** High Voltage Software  
**Publisher** Midway  
**Release date** (us) October 31, 1999  
(eu) March, 2000  
**Genre** Arcade  
**Players** 1 Player

Paperboy returns in this game with the same objectives as last time but with a new retro-3D look. As the paperboy the player must deliver a newspaper to each of their subscribers. The more papers the player delivers in the least amount of time, the better the chances of signing more subscribers. For each street, the player has a maximum number of subscribers that they need to sign-up before they can move onto the next street.

6.0



Rarity US: 4  
Rarity EU: 4

## Penny Racers

**Developer** Takara  
**Publisher** THQ  
**Release date** (us) February 10, 1999  
(eu) March 5, 1999  
**Genre** Racing  
**Players** 1-4 Players

Penny Racers is part of the Japanese racing game series Choro Q and is known by the name Choro Q 64 in Japan. The game had a Nintendo 64 sequel released only in Japan, Choro Q 64 2: Hachamecha Grand Prix Race. It is a customizable racer game, it has a total of 114 Parts, arranged in eight categories. To save the players car and unlocked parts they will need a Controller Pak.

7.3





8.7



## Perfect Dark

<b>Developer</b>	Rare
<b>Publisher</b>	Rare
<b>Release date</b>	(us) May 22, 2000 (eu) June 30, 2000
<b>Genre</b>	First-Person Shooter
<b>Players</b>	1-4 Players

Perfect Dark was developed over the course of three years and uses a modified version of the GoldenEye 007 engine. The game is a first-person shooter in which players control Carrington Institute agent Joanna Dark through a series of levels collected together into missions. The general gameplay is similar to that of its predecessor GoldenEye 007, with features such as stealth sections and objectives determined by difficulty settings carried over.



Rarity US: 1  
Rarity EU: 1

7.4



## PGA European Tour

<b>Developer</b>	Infogrames
<b>Publisher</b>	Infogrames
<b>Release date</b>	(us) June 15, 2000 (eu) May, 2000
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

PGA European Tour is a golf game that makes use of the official European Tour license. It offers only four courses, specifically Quinta do Lago in Portugal, Kungsängen in Sweden, Druids Glen and the K Club in Ireland. Players can choose to play a quick match, a non-tour golf game or participate in the real tour.

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Rarity US: 5  
Rarity EU: 4

7.3



## Pilotwings 64

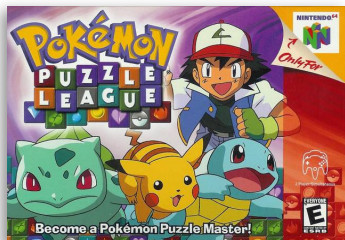
<b>Developer</b>	Paradigm Entertainment
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 29, 1996 (eu) March 1, 1997
<b>Genre</b>	Simulation, Flight
<b>Players</b>	1 Player

Pilotwings 64 is a 3D amateur flight simulator that puts the player in control of one of six pilots as they try to earn pilot licenses through various forms of aviation. The events are flying an autogyro, using a jet pack, and hang gliding. Several bonus tasks are offered, such as skydiving and a human cannonball test. The game also puts focus on allowing the player to freely explore its detailed 3D environments.



Rarity US: 3  
Rarity EU: 2





Rarity US: 4  
Rarity EU: 3

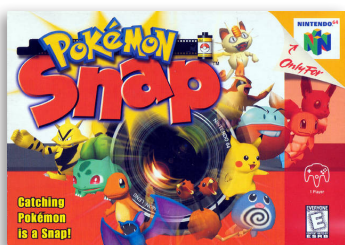
## Pokémon Puzzle League

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) September 1, 2000  
(eu) March 16, 2001  
**Genre** Puzzle  
**Players** 1-2 Players

Pokémon Puzzle League is based on Nintendo's Puzzle League puzzle games, but with Pokémon likenesses. It is so far the only Pokémon game to be based on the Pokémon anime, released in US universe, and to feature Ash Ketchum.

The game received generally positive reviews from the media.

7.8



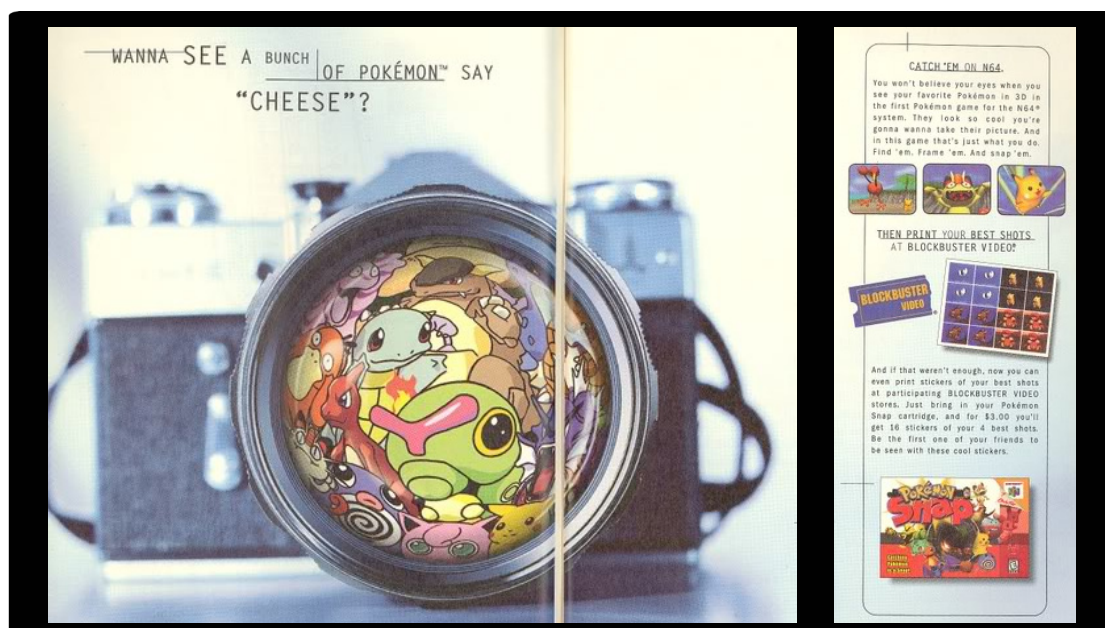
Rarity US: 1  
Rarity EU: 1

## Pokémon Snap

**Developer** HAL Laboratory  
**Publisher** Nintendo  
**Release date** (us) June 30, 1999  
(eu) September 15, 2000  
**Genre** Shooter, Rail  
**Players** 1 Player

Originally announced as a Nintendo 64DD title, development of Pokémon Snap was moved to the Nintendo 64 due to the 64DD's poor sales. The gameplay is similar to other first-person games, viewing from the perspective of protagonist Todd Snap as he moves automatically on a rail. The objective of the game is to take pictures of Pokémon, using items such as apples and "pester balls" to achieve better shots.

7.3





7.5

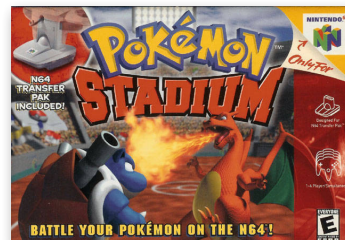


## Pokémon Stadium

<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) February 29, 2000 (eu) April 7, 2000
<b>Genre</b>	Battle, Strategy
<b>Players</b>	1-4 Players

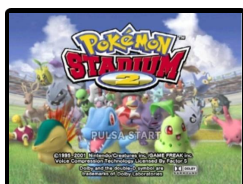
Though known in Western regions as Pokémon Stadium, the game is actually a sequel to the 1998 Pokémon Stadium.

Pokémon Stadium does not have a storyline. Progress in the game can only be made by winning “Cups” in the Stadium and completing the Gym Leader Castle.



Rarity US: 1  
Rarity EU: 2

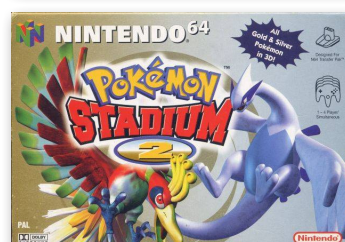
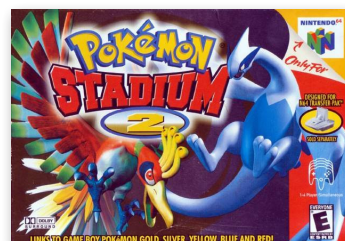
7.8



## Pokémon Stadium 2

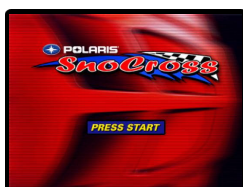
<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) March 28, 2001 (eu) October 19, 2001
<b>Genre</b>	Battle, Strategy
<b>Players</b>	1-4 Players

This game featured support for all three original Game Boy Pokémon games (Pokémon Red, Blue, and Yellow) and the three Game Boy Color games (Pokémon Gold, Silver, and Crystal). The majority of the game takes place inside the new location White City, where various facilities for battling, organizing, researching, and playing with Pokémon are located. This can be considered to be the Pokémon League for the second generation games.



Rarity US: 2  
Rarity EU: 3

6.7

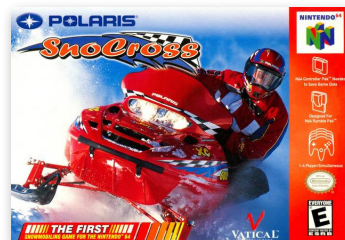


## Polaris SnoCross

<b>Developer</b>	Vicarious Visions
<b>Publisher</b>	Vatical Entertainment
<b>Release date</b>	(us) December 27, 2000
<b>Genre</b>	Racing
<b>Players</b>	1-4 Players

As the title implies, Polaris SnoCross is a game based on the sport of snowmobile racing. It has 3 available modes (Single Event, Instant Action, and Tournament) and supports up to 4 players.

In Tournament, the player can select to play in a new one or continue from a previously saved game. There are 7 events in the Tournament mode and each one consists of a 3 day race (3 races basically).



Rarity US: 4





Rarity US: 3  
Rarity EU: 5

## Power Rangers Lightspeed Rescue

**Developer** Mass Media  
**Publisher** THQ  
**Release date** (us) September 28, 2000  
(eu) December 8, 2000  
**Genre** Action, Adventure  
**Players** 1-2 Players

Power Rangers Lightspeed Rescue features 3D action based gameplay of the Rangers, their Vehicles, and Mega Zords. It supports for 1 or 2 players simultaneously. Villains from the show such as Diabolico act as the antagonists. The game also features voice clips by the actual Power Rangers Lightspeed actors and actresses.

4.4



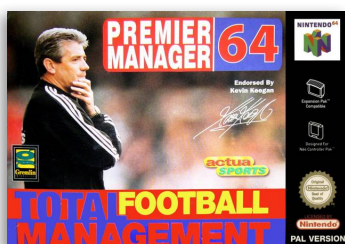
Rarity US: 4

## The Powerpuff Girls: Chemical X-traction

**Developer** VIS Interactive  
**Publisher** BAM! Entertainment  
**Release date** (us) October 14, 2001  
**Genre** Fighting  
**Players** 1-2 Players

The Powerpuff Girls must battle enemies in a variety of settings in order to reclaim Chemical X and track down Mojo Jojo. Players can play the story mode or can battle against a friend in a head-to-head battle. In the story mode, players can pick up objects and throw them at an enemy to decrease their opponents health meter.

4.2



Rarity EU: 3

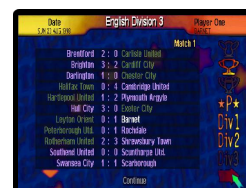
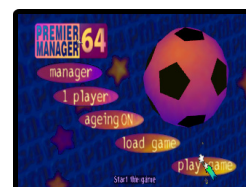
## Premier Manager 64

**Developer** Gremlin Interactive  
**Publisher** Gremlin Interactive  
**Release date** (eu) August, 1999  
**Genre** Sports  
**Players** 1 Player

Premier Manager 64, also known as Premier Manager: Ninety Nine – Total Football Management, is part of the Premier Manager series and is endorsed by Kevin Keegan.

The game uses the Actua Soccer engine to display football matches. At the time this was a new feature and set Premier Manager apart from other football management games.

6.4





6.8

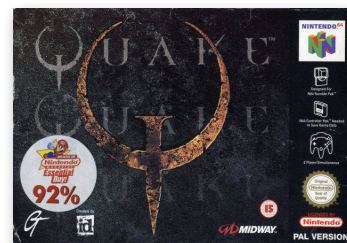
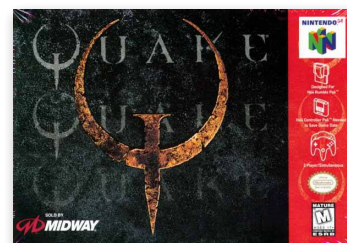


## Quake 64

**Developer** Midway  
**Publisher** Midway  
**Release date** (us) March 24, 1998  
 (eu) May 24, 1998  
**Genre** First-Person Shooter  
**Players** 1-2 Players

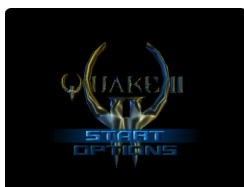
id Software's followup to Doom and Doom II, Quake is a first-person shooter. Its main technological innovation is the use of a true 3D engine - the levels themselves as well as the enemies are polygonal.

The Nintendo 64 port required some compromises because of the limited CPU power and ROM storage space for levels.



Rarity US: 3  
 Rarity EU: 2

7.1

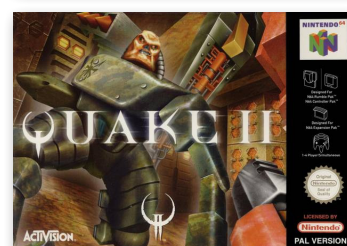
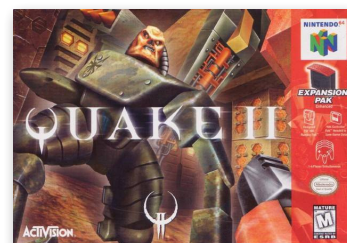


## Quake II

**Developer** Raster Productions  
**Publisher** Activision  
**Release date** (us) May 31, 1999  
 (eu) February 7, 1999  
**Genre** First-Person Shooter  
**Players** 1-4 Players

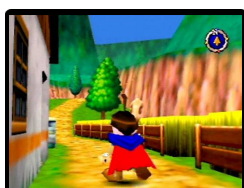
The Nintendo 64 version has completely different single player levels, music, and multiplayer maps, and features multiplayer support for up to four players. This version also has new lighting effects, mostly seen in gunfire, and also uses the Expansion Pak for extra graphical detail.

Quake II received positive reviews. Aggregating review website GameRankings gave the N64 version 81.27%.



Rarity US: 4  
 Rarity EU: 2

6.2



## Quest 64

**Developer** Imagineer  
**Publisher** Imagineer, THQ, Konami  
**Release date** (us) June 1, 1998  
 (eu) September, 1998  
**Genre** Adventure, Role Playing  
**Players** 1 Player

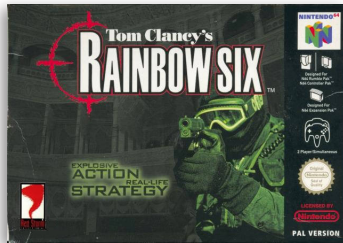
Quest 64 differs from most other RPGs in that the experience system is not based upon a traditional "level-up" model. Instead, experience is gained for specific stats based on how the player performs in battle. If the character gets hit a lot, for instance, defense will increase.

Quest 64 received mixed reviews upon release with GameRankings giving it a score of 53.79%.

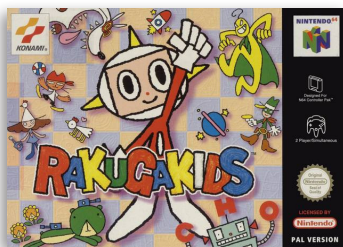


Rarity US: 3  
 Rarity EU: 5

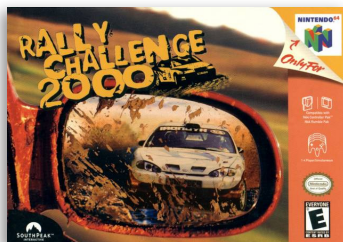




Rarity US: 3  
Rarity EU: 3



Rarity EU: 5



Rarity US: 3

## Rainbow Six

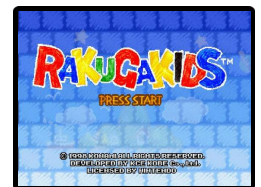
**Developer** Saffire  
**Publisher** Red Storm Entertainment  
**Release date** (us) November 17, 1999  
(eu) December, 1999  
**Genre** First-Person Shooter  
**Players** 1-2 Players

Rainbow Six is a tactical shooter, which focuses more on stealth and tactics than on sheer firepower, exploring the lethality of a single bullet. To add to the realism, all in-game characters, terrorists, hostages and Rainbow operatives, can be wounded or dispatched in just fractions of a second with only one or two bullets. Tools such as body armor, automatic rifles, and grenades have little value before the player grows accustomed to the gameplay.

6.8



6.0



## Rakugakids

**Developer** Konami  
**Publisher** Konami  
**Release date** (eu) December 4, 1998  
**Genre** Fighting  
**Players** 1-2 Players

Rakugakids is similar in play to a toned-down Marvel vs. Capcom. The button layout is the fighting game standard six-buttons consisting primarily of three punches and three kicks, which combine with various directional commands to produce special secondary moves. All characters have a single-button attack that sends the opponent into the air, where they can then be pursued and aerially attacked.

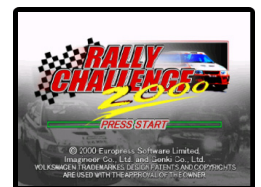
## Rally Challenge 2000

**Developer** Genki  
**Publisher** Imagineer, SouthPeak Interactive  
**Release date** (us) June 30, 2000  
**Genre** Racing  
**Players** 1-4 Players

Rally Challenge 2000 had a Japan only predecessor that was released in 1999 as Rally '99, some minor graphic changes, English and title screen with the Year 2000, are among the few changes.

Players can race on nine tracks: Easy - Australia, Spain, Great Britain. Medium - Italy, Brazil, France. And Expert - Germany, Canada, USA.

6.9





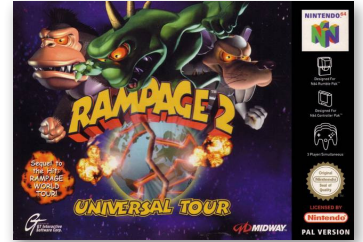
6.8



## Rampage 2: Universal Tour

**Developer** Avalanche Software  
**Publisher** Midway  
**Release date** (us) March, 1999  
 (eu) May 21, 1999  
**Genre** Arcade, Side scrolling  
**Players** 1-3 Players

Each level in Rampage 2: Universal Tour consists of buildings which the player is able to destroy. When the player has dealt enough damage to a building, it will collapse in on itself. Sometimes, miscellaneous objects and power-ups are revealed in the buildings upon being damaged, and can assist the player if used. When every building in a city has been destroyed, the game will advance to the next level.



Rarity US: 4  
 Rarity EU: 3

6.5



## Rampage World Tour

**Developer** Saffire  
**Publisher** Midway  
**Release date** (us) March 30, 1998  
 (eu) June, 1998  
**Genre** Arcade, Side scrolling  
**Players** 1-3 Players

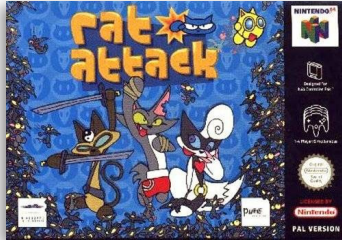
Rampage World Tour is the second game in the Rampage series. Up to three simultaneous players control the monsters George (a King Kong-like gorilla), Lizzie (a Godzilla-like dinosaur/lizard), or Ralph (a giant werewolf), created from humans who were mutated by experiments conducted at Scumlabs. They need to destroy all buildings in a high-rise city to advance to the next city.



Rarity US: 4  
 Rarity EU: 3







Rarity US: 5  
Rarity EU: 5

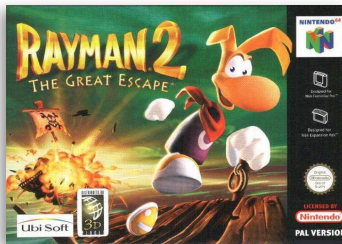
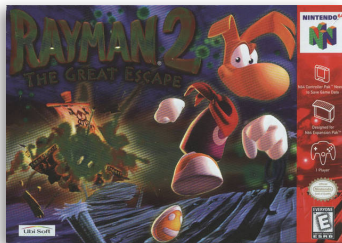
## Rat Attack!

**Developer** Pure Entertainment  
**Publisher** Mindscape  
**Release date** (us) September 12, 2000  
(eu) April 21, 2000  
**Genre** Puzzle  
**Players** 1-4 Players

Players choose one of the Scratch Cats, an elite superhero team, who are out to save the world from Washington and Jefferson, two evil mutant space rats who wish to enslave the world in rats.

Players explore each puzzle level and wipe out the rat threat. Each level has a quota of rats they must remove.

6.4



Rarity US: 3  
Rarity EU: 2

## Rayman 2: The Great Escape

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) October 31, 1999  
(eu) October 29, 1999  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

In contrast to its predecessor, which was a 2D platformer, Rayman 2 is a 3D platformer. The player navigates through a mostly linear sequence of levels, fighting enemy Robo-Pirates, solving puzzles and collecting lums. Collecting enough lums gains the player access to new parts of the world. Part of the lums are hidden in small cages, in which other freedom fighters or Teensies are imprisoned, and can be obtained by breaking the cages.

7.8



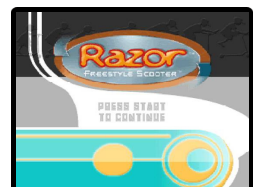
Rarity US: 4

## Razor Freestyle Scooter

**Developer** Titanium Studios  
**Publisher** Crave Entertainment  
**Release date** (us) November 27, 2001  
**Genre** Sports  
**Players** 1-2 Players

Officially licensed by Razor USA, a company that makes scooters and safety equipment, Razor Freestyle Scooter has players controlling one of ten characters through a series of three environments while trying to perform various stunts and aerial maneuvers (a total of 45 moves are available in the game).

5.1





6.6

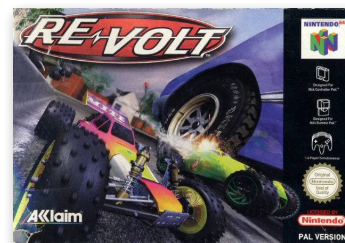


## Re-Volt

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) July 31, 1999  
 (eu) March 9, 1999  
**Genre** Racing  
**Players** 1-4 Players

Re-Volt is a racing game where players take control over one of more than 28 R/C cars and drive on one of the 13 tracks. The tracks are varied, and include a toy shop, a supermarket, a luxury liner and more. It is possible to play a “reversed” or “mirror” variety of each track. There are also 4 levels of realism to choose from.

*“mobygames.com”*



Rarity US: 3  
 Rarity EU: 3

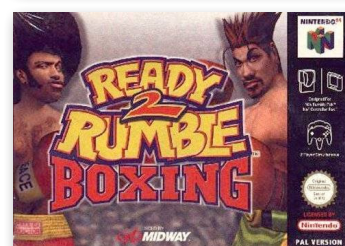
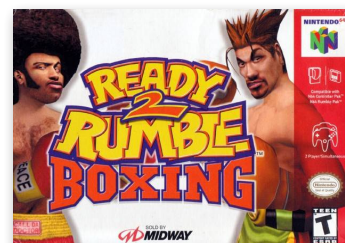
6.1



## Ready 2 Rumble Boxing

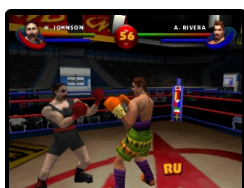
**Developer** Point of View  
**Publisher** Midway  
**Release date** (us) October 31, 1999  
 (eu) December, 1999  
**Genre** Sports  
**Players** 1-2 Players

Like Nintendo’s Punch-Out!! series, it features many characters with colorful personalities (i.e. Afro Thunder, Boris “The Bear” Knokimov, etc.); however, unlike the Punch-Out!! series, Ready 2 Rumble Boxing is in 3D, thus allowing for more control over one’s character in the ring. Also unlike Punch-Out!!, players can choose whichever boxer they want from a rather large selection of characters.



Rarity US: 3  
 Rarity EU: 4

6.6

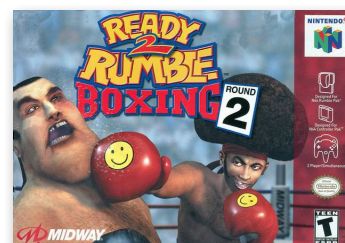


## Ready 2 Rumble Boxing: Round 2

**Developer** Point of View  
**Publisher** Midway  
**Release date** (us) November 13, 2000  
**Genre** Sports  
**Players** 1-2 Players

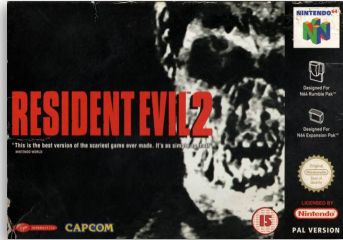
Gameplay in the game is similar to that of the previous game. The more big hits the player land consecutively, letters that spell out “RUMBLE” appear below the player’s side of the screen.

It was also stated that Jackson was motion captured and digitally photographed for his character.



Rarity US: 4





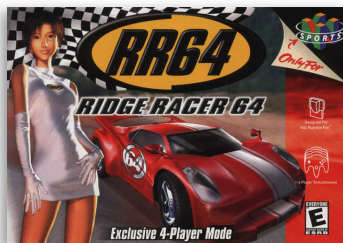
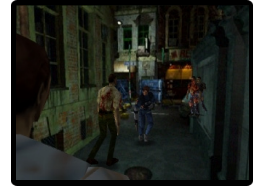
Rarity US: 4  
Rarity EU: 3

## Resident Evil 2

**Developer** Angel Studios  
**Publisher** Capcom  
**Release date** (us) October 31, 1999  
 (eu) February 9, 2000  
**Genre** Survival horror  
**Players** 1 Player

The Nintendo 64 version of Resident Evil 2 differs most from the other releases is the first of very few games released for the console to have FMVs despite the limited storage space on the cartridge. This version offers features that were not included on any other system, such as alternate costumes, the ability to adjust the degree of violence and to change the blood color, and a more responsive first-person control scheme.

8.3



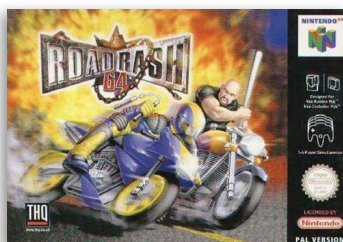
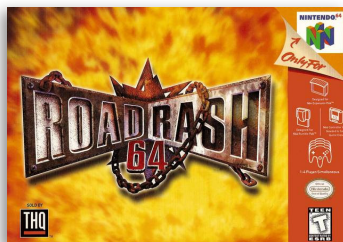
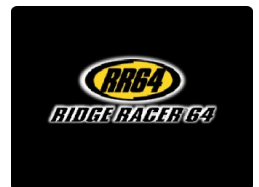
Rarity US: 3  
Rarity EU: 4

## Ridge Racer 64

**Developer** Namco  
**Publisher** Nintendo  
**Release date** (us) February 14, 2000  
 (eu) July 4, 2000  
**Genre** Racing  
**Players** 1-4 Players

Ridge Racer 64 features tracks from Ridge Racer and Ridge Racer Revolution and its very own set of desert tracks exclusive to the Nintendo 64, called Renegade. Variations on these tracks make for a total of 20 tracks in the game. It also has a secret Galaga '88 themed mini game included like in Ridge Racer Revolution.

7.4



Rarity US: 5  
Rarity EU: 3

## Road Rash 64

**Developer** Pacific Coast Power & Light  
**Publisher** THQ  
**Release date** (us) August 31, 1999  
 (eu) December 17, 1999  
**Genre** Racing  
**Players** 1-4 Players

The game plays similarly to previous games developed in the Road Rash series, which involves the player racing their motorcycle against other motorcyclists. While racing, the player has the option of punching, or using weapons to attack other racers, to slow down their progress. The ultimate goal is to place first in the race, and do damage to others, in order to gain more money to upgrade the player's motorcycle.

7.3





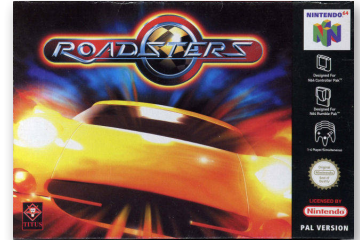
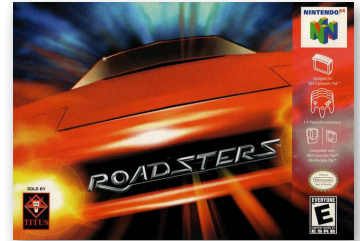
7.1



## Roadsters

<b>Developer</b>	Titus Software
<b>Publisher</b>	Titus Software
<b>Release date</b>	(us) November 30, 1999 (eu) December 17, 1999
<b>Genre</b>	Racing
<b>Players</b>	1-4 Players

Roadsters is a car racing game that features both licensed cars from manufacturers (e.g. Mitsubishi, Alfa Romeo, Lotus) and unlicensed cars from imaginary manufacturers that are based and bare great resemblance to their equivalent, real car models. The game has 8 racers and 34 cars from which players can choose from and 4 modes in total.



Rarity US: 3  
Rarity EU: 4

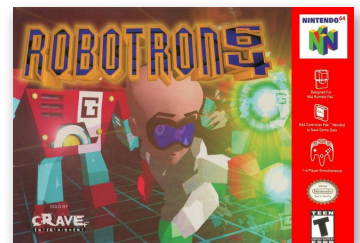
6.6



## Robotron 64

<b>Developer</b>	Player 1
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) January 6, 1998 (eu) June, 1998
<b>Genre</b>	3D Shooter
<b>Players</b>	(us) 1-4 Players, (eu) 1-2 Players

The retro shooter returns with the same addictive gameplay of the original arcade game, but now with the added power of the Nintendo 64. The aim of the game is simple. Players must shoot all the enemies on each grid while saving the humans from certain death. Power-ups and items can be picked up to increase the shooting and speed ability, and the further they go in the game, the more enemies attack and the more difficult it gets.



Rarity US: 4  
Rarity EU: 4

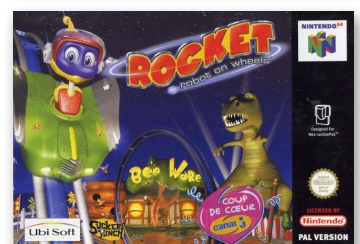
8.0



## Rocket: Robot on Wheels

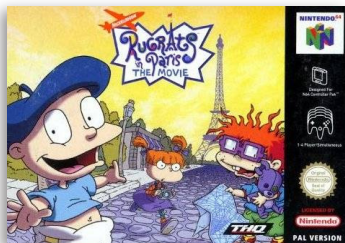
<b>Developer</b>	Sucker Punch
<b>Publisher</b>	Ubisoft
<b>Release date</b>	(us) October 31, 1999 (eu) December 17, 1999
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

Rocket: Robot on Wheels was the first game developed by Sucker Punch, who would later develop the Sly Cooper and Infamous series for Sony. In the game, the player takes control over Rocket (the title robot) who despite the title has only one wheel. Rocket: Robot on Wheels is notable for being the first game on a home platform to use a realistic physics engine to drive the gameplay.



Rarity US: 5  
Rarity EU: 4





Rarity US: 3  
Rarity EU: 5

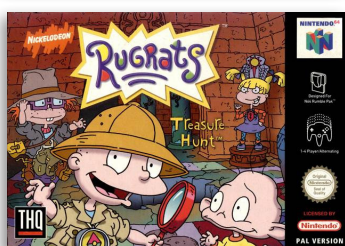
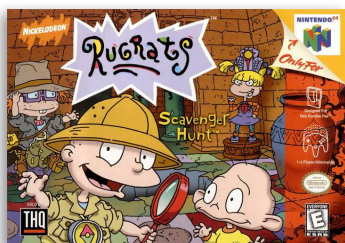
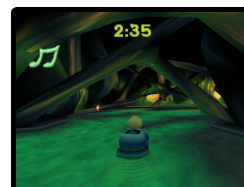
## Rugrats in Paris: The Movie

**Developer** Avalanche Software  
**Publisher** THQ  
**Release date** (us) November 12, 2000  
 (eu) March 30, 2001  
**Genre** Adventure, 3D Platformer  
**Players** 1-4 Players

Rugrats in Paris: The Movie is a video game based on the movie of the same name from the Nickelodeon animated series, Rugrats. The game follows the adventures of a group of young children in a European theme park.

The object of the game is to collect enough gold Reptar tickets to buy the Reptar Helmet that controls a Giant Robot Reptar.

5.1



Rarity US: 3  
Rarity EU: 2

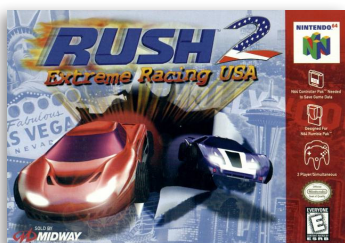
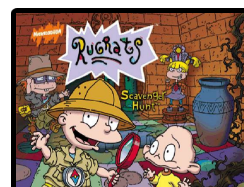
## Rugrats: Scavenger Hunt

**Developer** Realtime Associates  
**Publisher** THQ  
**Release date** (us) June 29, 1999  
 (eu) August 10, 1999  
**Genre** Board Game  
**Players** 1-4 Players

Rugrats: Scavenger Hunt features the original voices from the Rugrats cast and borrows its concept from Nintendo's Mario Party franchise.

The game features three game boards. Angelica's Temple of Gloom which has an Aztec setting, Pirate Treasure Hunt where the babies scuba dive under water, and Reptar Rally that change the babies into dinosaurs.

5.1



Rarity US: 3  
Rarity EU: 4

## Rush 2: Extreme Racing USA

**Developer** Atari Games  
**Publisher** Midway  
**Release date** (us) November 10, 1998  
 (eu) February 4, 1999  
**Genre** Racing  
**Players** 1-2 Players

The game is notable for the high level of detail in the recreations of the various cities and states used, and for its fast arcade-style physics. The game also features a two-player mode and rumble pack support. Hidden shortcuts and jumps add to the replay value of the game.

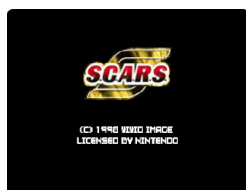
Cities used are New York, Hawaii, Las Vegas, San Francisco (Alcatraz), Los Angeles, and Seattle.

7.3





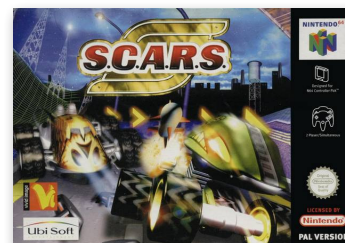
6.4



## S.C.A.R.S.

**Developer** Vivid Image  
**Publisher** Ubisoft  
**Release date** (us) December 4, 1998  
 (eu) January, 1999  
**Genre** Racing, Battle  
**Players** (us) 1-4 Players, (eu) 1-2 Players

In this game players take control of cars that take the shape of different animals. The game itself takes the role as a combat racing game as it features weapons to use against the players opposition while racing, and the computers can do the same to them. The game has three modes: Grand Prix, Challenge and Time Attack.



Rarity US: 4  
 Rarity EU: 3

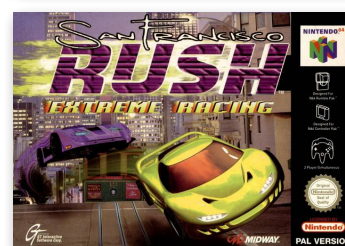
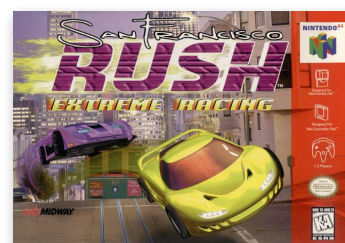
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## San Francisco Rush

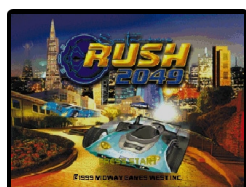
**Developer** Atari Games  
**Publisher** Midway  
**Release date** (us) November 8, 1997  
 (eu) December, 1997  
**Genre** Racing  
**Players** 1-2 Players

San Francisco Rush: Extreme Racing was first released in arcades in 1996. The Nintendo 64 conversion contains six regular tracks and two hidden tracks. The regular tracks can be run in either reverse or mirrored modes and feature added collectible hidden keys throughout the track that can be used to unlock hidden vehicles. This conversion contains a Practice Mode and a Death Race mode where the game ends if the player crashes.



Rarity US: 3  
 Rarity EU: 3

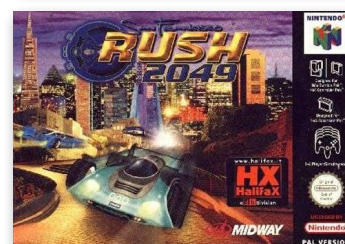
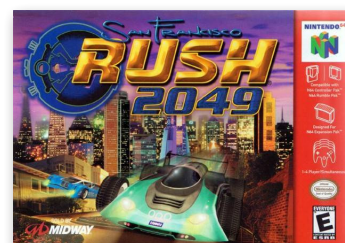
7.4



## San Francisco Rush 2049

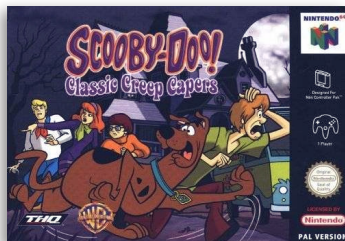
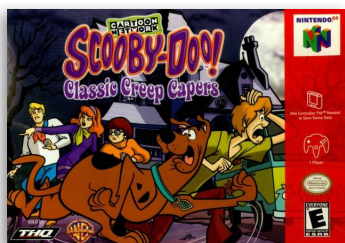
**Developer** Atari Games  
**Publisher** Midway  
**Release date** (us) September 7, 2000  
 (eu) November 17, 2000  
**Genre** Racing  
**Players** 1-4 Players

The game features an arcade-style physics engine. Race tracks are based around a futuristic representation of San Francisco. Cars have the ability to extend wings from their lateral aspects, allowing for mid-air adjustments. This feature is a product of the science fiction setting and as such is not seen in other entries in the Rush series.



Rarity US: 5  
 Rarity EU: 5





Rarity US: 4

Rarity EU: 4

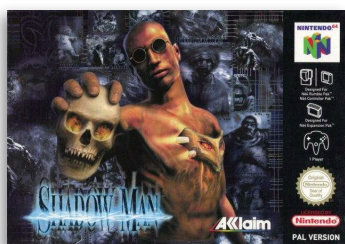
## Scooby-Doo! Classic Creep Capers

**Developer** Terraglyph Interactive Studios  
**Publisher** THQ  
**Release date** (us) March 1, 2001  
 (eu) March 30, 2001  
**Genre** Adventure  
**Players** 1 Player

Scooby-Doo! Classic Creep Capers follows Shaggy and Scooby as they find clues and trap pieces to complete the levels. Velma, Fred, and Daphne assist them.

Classic Creep Capers was met with average to mixed reception upon release.

5.4



Rarity US: 3

Rarity EU: 3

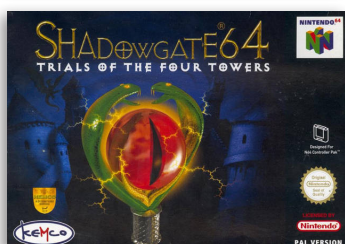
## Shadow Man

**Developer** Acclaim  
**Publisher** Acclaim  
**Release date** (us) July 31, 1999  
 (eu) March 9, 1999  
**Genre** Adventure, 3D Shooter  
**Players** 1 Player

Shadow Man is an action-adventure game based on the Shadowman comic book series published by Valiant Comics.

In the game, the players mission is to prevent five serial killers from bringing the total Armageddon.

7.1



Rarity US: 4

Rarity EU: 4

## Shadowgate 64: Trials of the Four Towers

**Developer** Infinite Ventures  
**Publisher** Kemco  
**Release date** (us) May 31, 1999  
 (eu) July, 1999  
**Genre** Role Playing, Puzzle  
**Players** 1 Player

Shadowgate 64 has the same first-person view of the first game, though this time the static screens were replaced by a full 3D roaming similar to that of the first-person shooters. Despite the change of perspective the core game is similar: the game relies mostly on solving puzzles and riddles rather than fighting enemies.

7.0





7.4



## Snowboard Kids

<b>Developer</b>	Racdym
<b>Publisher</b>	Atlus
<b>Release date</b>	(us) February, 1998 (eu) March 16, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

In addition to the usual gameplay of a snowboarding game, Snowboard Kids adds “Shots” (special weapons used to attack players) and items which can help the player, hinder other players, or both.

The game has nine main courses. Although many of the courses are snowy mountains, some are courses that would be unorthodox for snowboarding in the real world.



Rarity US: 4  
Rarity EU: 3

8.0



## Snowboard Kids 2

<b>Developer</b>	Racdym
<b>Publisher</b>	Atlus
<b>Release date</b>	(us) March 2, 1999 (eu) April 30, 1999
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

The gameplay of this game is similar to its predecessor's, with some changes made. There are now three distinct playing modes: the Story mode, which follows the game plot and uses the classical system of cash prizes by winning the races and incorporates the Skill Games; the Battle mode, which includes multiplayer mode; and the lessons, which return as the Training mode.



Rarity US: 6  
Rarity EU: 6

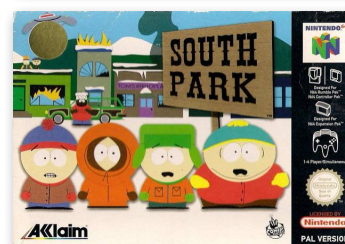
5.9



## South Park

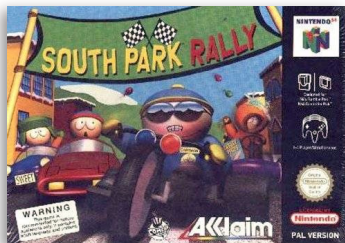
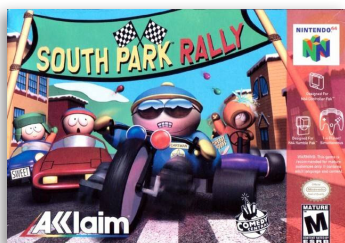
<b>Developer</b>	Iguana Entertainment
<b>Publisher</b>	Acclaim
<b>Release date</b>	(us) December 12, 1998 (eu) May 3, 1999
<b>Genre</b>	First-Person Shooter
<b>Players</b>	1-4 Players

South Park is a first person shooter. The game's single player mode places the player in control of one of the four main characters of South Park (Cartman, Kyle, Stan or Kenny). The player must defeat a variety of enemies using the various weapons found throughout each stage in order to reach the exit point at the end, similar to Doom and other FPS games of the time period.



Rarity US: 3  
Rarity EU: 3





Rarity US: 4  
Rarity EU: 3

## South Park Rally

**Developer** Tantalus Interactive  
**Publisher** Acclaim  
**Release date** (us) February 29, 2000  
 (eu) March 3, 2000  
**Genre** Racing, Battle  
**Players** 1-4 Players

South Park creators Trey Parker and Matt Stone had little to do with the development of South Park Rally (as well as the two other Acclaim releases), although they did contribute a number of original lines of voice acting for it, as they do most of the voices on the show. Parker and Stone have publicly criticized Acclaim and the quality of the games.

5.6



**SCREW YOU GUYS, I'M DRIVIN' HOME!**

**SOUTH PARK RALLY**

**HELLA-COOL RACING ACTION!**  
 FACE OFF AGAINST CARTMAN, GRANDPA, SCUZZLEBUTT, STARVIN' MARVIN AND THE REST OF SOUTH PARK IN THE WILDEST, RAUCHIEST ROAD RACE EVER. WE'RE TALKIN' DOZENS OF INSANE VEHICLES AND SWEET CUSTOM SOUND-BITES!

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**Break like the wind with Terrance and Phillip!**

**Honk if you're packin' projectile vomit, explosive diarrhea, and more sweet pick ups!**

**It's super racing fun! Thanks for asking!**

**Make the competition respect your authority with dozens of outrageous vehicles!**

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**SOUTH PARK**

**NINTENDO 64**

**Dreamcast**

**PC CD-ROM**

**PlayStation**

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5.7

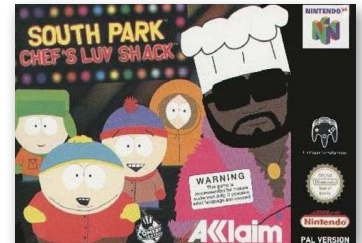


## South Park: Chef's Luv Shack

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) October 31, 1999  
 (eu) October 12, 1999  
**Genre** Game Show  
**Players** 1-4 Players

South Park: Chef's Luv Shack is a 2D game show-style party game. Its gameplay involves playing minigames and the ability to play against other players in a challenge for the most points. It also involves trivia questions about South Park and other topics.

In the game, the player gets to choose to be one of four characters: Cartman, Kenny, Kyle, or Stan.



Rarity US: 3  
 Rarity EU: 3

6.8

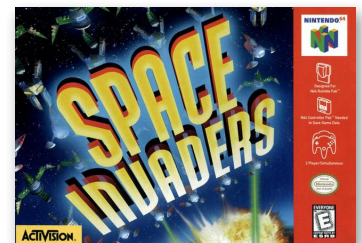


## Space Invaders

**Developer** Z-Axis  
**Publisher** Activision  
**Release date** (us) November 30, 1999  
**Genre** 2D Shooter  
**Players** 1-2 Players

Space Invaders is yet another classic arcade game remake by Activision (see Battlezone and Asteroids). But this time, Activision licensed a game from Taito instead of Atari. The game stays close to its roots while adding many power-ups and enemies.

Players can choose either one or two players against the Invaders, who march down the screen in orderly rows and columns, at one of three skill levels.



Rarity US: 4

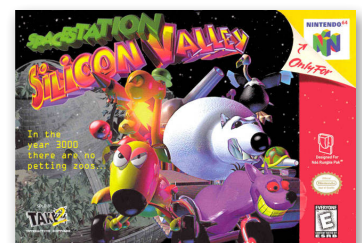
7.5



## Space Station Silicon Valley

**Developer** DMA Design  
**Publisher** Take-Two Interactive  
**Release date** (us) October 21, 1998  
 (eu) November, 1998  
**Genre** Puzzle, 3D Platformer  
**Players** 1 Player

The player controls Evo, a robot reduced to a crawling microchip during a crash into the titular station caused by a fight over radio stations. Without protection, Evo loses energy at a steady rate. To survive, Evo must enter the bodies of animals (who each possess their own abilities) and use them to solve puzzles and defeat enemies in each level, collecting Evo's "purple power cells" along the way.



Rarity US: 4  
 Rarity EU: 4





Rarity US: 3

## Spider-Man

<b>Developer</b>	Edge of Reality
<b>Publisher</b>	Activision
<b>Release date</b>	(us) November 21, 2000
<b>Genre</b>	Adventure, 3D Platformer
<b>Players</b>	1 Player

The game sees the player controlling Spider-Man as he goes through each level, either trying to reach the exit or complete a certain objective. Spider-Man is able to utilize his spider powers to traverse the environments, being able to crawl on walls and ceilings, swing short distances and instantly zip between certain points.

Spider-Man uses the same game engine as Tony Hawk's Pro Skater.

7.2

Rarity US: 2  
Rarity EU: 1

## Star Fox 64

<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) July 1, 1997 (eu) October 20, 1997
<b>Genre</b>	3D Rail Shooter
<b>Players</b>	1-4 Players

Star Fox 64 is a 3D scrolling shooter game in which the player controls one of the vehicles piloted by Fox McCloud, usually an Arwing. Most of the game takes place in "Corridor Mode," which forces Fox's vehicle down a fixed path straight forward through the environment. The player can maneuver somewhat around the path and slow their vehicle temporarily, but cannot truly stop or change direction.

8.5



Rarity US: 4

## Star Soldier: Vanishing Earth

<b>Developer</b>	Hudson Soft
<b>Publisher</b>	Hudson Soft
<b>Release date</b>	(us) December 15, 1998
<b>Genre</b>	2D Shooter
<b>Players</b>	1 Player

Star Soldier: Vanishing Earth takes place in the far future, where the player are the last hope for Earth, which is being attacked by an alien race. The game features a top-down 3D scroller, similar to that of the arcade games 1943 or Raiden. Players can take control of different space crafts, each with different advantages and disadvantages, and different weapons. The rule is 1 hit-kill. After 3 lives, players have to restart the level.

6.8





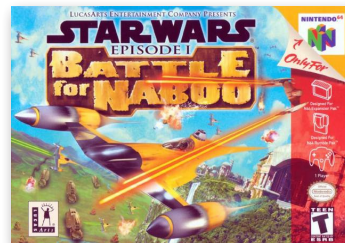
7.1



## Star Wars: Episode I: Battle for Naboo

**Developer** Factor 5  
**Publisher** LucasArts  
**Release date** (us) December 18, 2000  
 (eu) March 30, 2001  
**Genre** 3D Shooter  
**Players** 1 Player

Star Wars Episode I: Battle for Naboo is a spiritual sequel to the successful Star Wars: Rogue Squadron released two years earlier. Despite the similarities between the two games, the development team designed a completely new game engine for Battle for Naboo and included land- and water-based combat in addition to aerial combat.



Rarity US: 4  
 Rarity EU: 5

7.2

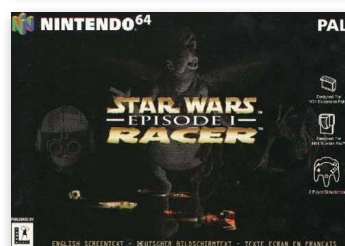
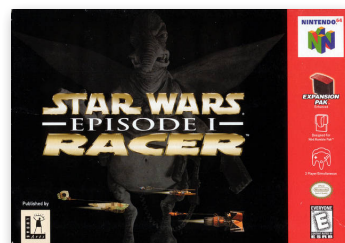


## Star Wars Episode I: Racer

**Developer** LucasArts  
**Publisher** Nintendo  
**Release date** (us) May 19, 1999  
 (eu) June, 1999  
**Genre** Racing  
**Players** 1-2 Players

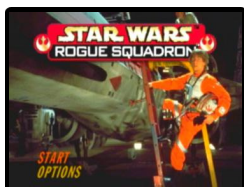
Star Wars Episode I: Racer features a variety of tracks spanning several different planets. It includes all of the racers featured in the movie and more, including Teemto Pagalies, Dud Bolt, Mars Guo, and Ben Quadinaros.

The Nintendo 64 version received a special edition Star Wars Episode I: Racer hardware bundle, including the standard gray and black console and a copy of the game.



Rarity US: 1  
 Rarity EU: 2

7.9



## Star Wars: Rogue Squadron

**Developer** Factor 5  
**Publisher** LucasArts  
**Release date** (us) November 17, 1998  
 (eu) January 15, 1999  
**Genre** 3D Shooter  
**Players** 1 Player

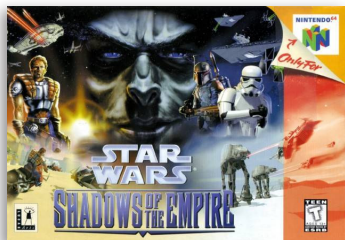
Rogue Squadron was one of the first games to take advantage of the Nintendo 64's Expansion Pak, which allows gameplay at a  $640 \times 480$  display resolution, instead of that system's standard  $320 \times 240$  resolution.

Set in the fictional Star Wars galaxy, the game takes place primarily between events in the films Star Wars and The Empire Strikes Back.



Rarity US: 2  
 Rarity EU: 2





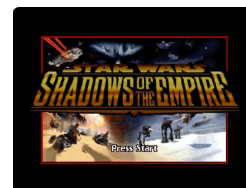
Rarity US: 2  
Rarity EU: 3

## Star Wars: Shadows of the Empire

**Developer** LucasArts  
**Publisher** Nintendo  
**Release date** (us) December 3, 1996  
(eu) March 1, 1997  
**Genre** Adventure, 3D Shooter  
**Players** 1 Player

The player controls the mercenary Dash Rendar in his efforts to help Luke Skywalker and rescue Princess Leia from Prince Xizor's hands. It is part of the Star Wars: Shadows of the Empire multimedia project and takes place as a backstory between Star Wars V and VI.

7.3



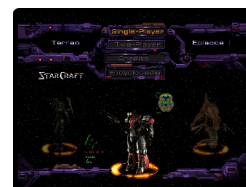
Rarity US: 6  
Rarity EU: 4

## StarCraft 64

**Developer** Mass Media  
**Publisher** Nintendo  
**Release date** (us) June 13, 2000  
(eu) March 25, 2001  
**Genre** Strategy  
**Players** 1-2 Players

StarCraft 64 featured all of the missions from both StarCraft and the expansion Brood War, as well as some exclusive missions, such as two different tutorials and a new secret mission, Resurrection IV. The Brood War missions required the use of a Nintendo 64 memory Expansion Pak to run. In addition, StarCraft 64 features a split screen cooperative mode, also requiring the expansion pak, allowing two players to control one force in-game.

6.8



Rarity US: 5  
Rarity EU: 2

## Starshot: Space Circus Fever

**Developer** Infogrames  
**Publisher** Infogrames  
**Release date** (us) June 30, 1999  
(eu) December 4, 1998  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

The space circus is heavily in debt, and it's up to Starshot to get the circus going, before the entire place is blown sky high by Wolfgang von Ravel and his robot clan. There are seven large levels in total to go through, with Starshot's many different skills needed to complete each task.

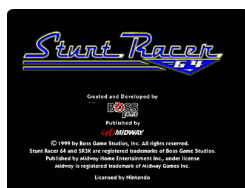
5.3



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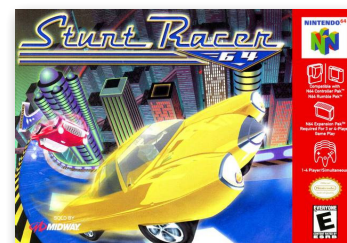
7.3



## Stunt Racer 64

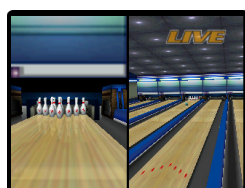
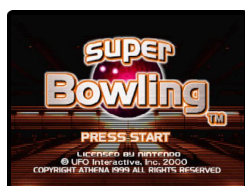
<b>Developer</b>	Boss Game Studios
<b>Publisher</b>	Midway
<b>Release date</b>	(us) October 1, 2000
<b>Genre</b>	Racing
<b>Players</b>	1-4 Players

Set in some unspecified time in the future, the gameplay includes more than simple racing. Older vehicles are retrofitted with futuristic engine and turbo technology, in addition to jets mounted to allow the car to perform mid-air stunts. These stunts, including flips, barrel rolls, etc., allow the player to accumulate cash rewards during races on levitating tracks. Money accumulated is used to purchase new cars, as well as upgraded parts for cars.



Rarity US: 7

7.1



## Super Bowling

<b>Developer</b>	Athena
<b>Publisher</b>	UFO Interactive
<b>Release date</b>	(us) January 15, 2001
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Super Bowling is a bowling game for the SNES and the Nintendo 64.

Four computer opponents are available, two female and two male. There are three modes: Golf, Normal, and Practice where the player constructs his own scenarios and practices knocking down the bowling pins with either one or two balls.



Rarity US: 7

8.8



## Super Mario 64

<b>Developer</b>	Nintendo
<b>Publisher</b>	Nintendo
<b>Release date</b>	(us) September 26, 1996 (eu) March 1, 1997
<b>Genre</b>	Adventure, 3D Platformer

Super Mario 64 is based on open world playability, degrees of freedom through all three axes in space, and relatively large areas which are composed primarily of true 3D polygons as opposed to only 2D sprites.

The game has left a lasting impression on 3D game design, particularly notable for its use of a dynamic camera system and the implementation of its 360-degree analog control.

Rarity US: 1  
Rarity EU: 1





THE NEW SUPERMAN ADVENTURES



- All the super powers — flight, heat vision, super breath, super-strength, super speed and x-ray vision.
- Pick up and use any objects as weapons!
- Battle on land, underwater and in the sky against Metallo, The Parasite, Darkseid and Lex Luthor's minions as you attempt to save Metropolis from doom.
- 14 alternating indoor / outdoor levels.
- Up to 4 players simultaneously / 2 multi-player modes.
- Watch "The New Superman Adventures" on the Kids' WB!



Buy early and receive an exclusive collector's edition **SUPERMAN** comic book.



**GAME BOY**

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# SUPER

## HEADLINE STORY



Photo: Harry Vance / Daily Planet  
By **PERRY WHITE**  
Daily Planet Editor-in-Chief

■ The last interview before Superman's disappearance.

**METROPOLIS** — Last night in Metropolis, Daily Planet Staff Writer Lois Lane and photographer Jimmy Olsen disappeared just after leaving on assignment. After a diligent 2-hour search through the city, Daily Planet Reporter Clark Kent contacted Superman for his help. Superman acknowledged the fact that they were missing, and was tipped off that the two had been taken into a mysterious cyber-chamber.

Now Superman has decided to enter the chamber in search of Lois and Jimmy. Superman believes that once on

the other altered powers and super to find cyber-c Jimmy No service days.

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## MAN™ IN A NEW DIMENSION

side, his phys  
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ke super strength  
breath, Superman is  
way to conquer Lex  
mber and bring Lois L  
Olsen back to Metropolis  
Metropolis is left without the  
of Superman. In the coming  
metropolitans must take extra care

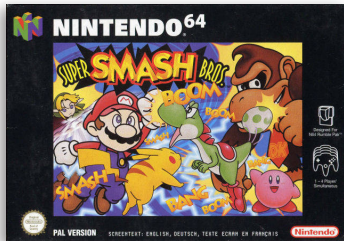
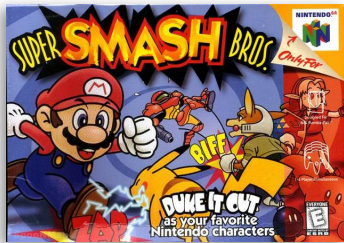
**The Man of Steel  
entering a dimension  
no other super hero  
gone before."**

recaution against crime. Inspector  
Sawyer reports that crime levels  
city have already begun to skyrocket  
urges citizens to remain patient and  
istic in the hopes for Superman's

(11) cont. page 8







Rarity US: 4  
Rarity EU: 2

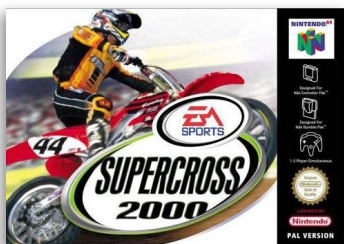
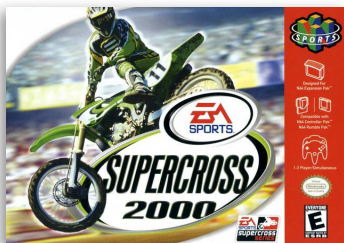
## Super Smash Bros.

**Developer** HAL Laboratory  
**Publisher** Nintendo  
**Release date** (us) April 26, 1999  
(eu) November 19, 1999  
**Genre** Fighting  
**Players** 1-4 Players

Super Smash Bros. featured eight characters from the start (Mario, Donkey Kong, Link, Samus, Yoshi, Kirby, Fox, and Pikachu), with four unlockable characters (Luigi, Captain Falcon, Ness, and Jigglypuff).

Up to four players can play in multiplayer (Versus) mode, with the specific rules of each match being predetermined by the players.

8.5



Rarity US: 2  
Rarity EU: 5

## Supercross 2000

**Developer** MBL Research  
**Publisher** Electronic Arts  
**Release date** (us) October 31, 1999  
(eu) February, 2000  
**Genre** Racing  
**Players** 1-2 Players

Supercross 2000 includes campaign and multiplayer modes, as well as a "free play" feature for practicing tricks, similar to many other trick containing sports games. Supercross 2000 supports all of Nintendo's Pak peripherals. Controller Pak support is included to save settings, seasons and ghosts. Rumble Pak support is available to feel all the jumps and bumps. Expansion Pak support in the form of a high-res mode is also included.

6.9



Rarity US: 3  
Rarity EU: 4

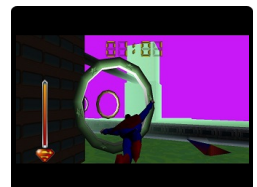
## Superman

**Developer** Titus Software  
**Publisher** Titus Software  
**Release date** (us) May 31, 1999  
(eu) July 23, 1999  
**Genre** Adventure, 3D Platformer  
**Players** 1-4 Players

In the game, Superman must rescue his friends from Lex Luthor, who has trapped them in a virtual version of Metropolis.

It is infamous for the negative reception it received from critics and is considered one of the worst games of all time. However, despite its critical reception, it sold well.

2.5





6.1



## Taz Express

**Developer** Zed Two  
**Publisher** Infogrames  
**Release date** (eu) August 1, 2000  
**Genre** Puzzle, 3D Platformer  
**Players** 1 Player

The Tasmanian devil's wife made Taz get a job where he delivers mail. In the game the player controls Taz and must deliver crates to various destinations in the game with some puzzle solving along the way there. The crate must remain intact until it reaches its intended destination.

Being a PAL format European exclusive, it is a sought after game for players of other countries.



Rarity EU: 4

7.3



## Tetrisphere

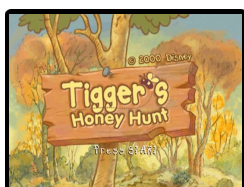
**Developer** H2O Entertainment  
**Publisher** Nintendo  
**Release date** (us) August 11, 1997  
 (eu) February, 1998  
**Genre** Puzzle  
**Players** 1-2 Players

Tetrisphere is a variant on Tetris in which various shapes are shifted across a wrapped three-dimensional grid resembling a sphere, and then destroyed. The objective of the game changes depending on the mode, but generally consists of removing layers of shapes to reach the playing field's core. Despite very little domestic advertising, Tetrisphere enjoyed moderately good sales and a mostly favorable critical reception.



Rarity US: 3  
 Rarity EU: 2

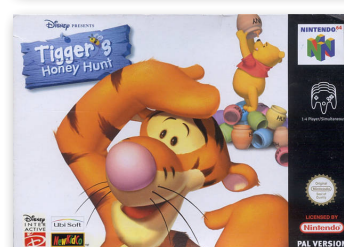
7.2



## Tigger's Honey Hunt

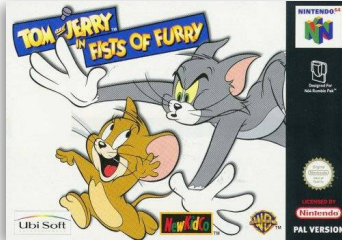
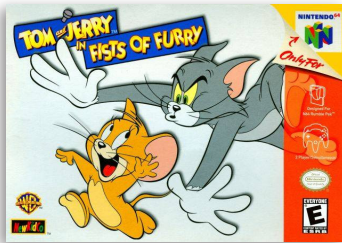
**Developer** Doki Denki Studio  
**Publisher** NewKidCo  
**Release date** (us) November 1, 2000  
 (eu) April 6, 2001  
**Genre** Adventure, 2D Platformer  
**Players** (us) 1-2 Players, (eu) 1-4 Players

There are two forms of play in Tigger's Honey Hunt, 2½ dimensional platformer style levels, and secondly one of three mini games, which make up 9 levels. In the platform areas Tigger must find a required number of honey pots to exit a level. He can then return after collecting any of the two special bounces he learns along the way, which will help him find the rest of the 100 honey pots that are hidden in each of the platform levels.



Rarity US: 4  
 Rarity EU: 5





Rarity US: 5  
Rarity EU: 4

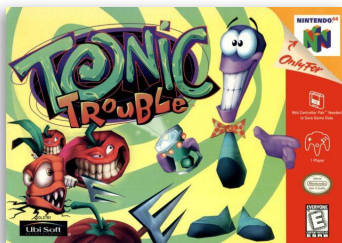
## Tom & Jerry in Fists of Furry

**Developer** VIS Interactive  
**Publisher** NewKidCo  
**Release date** (us) November 12, 2000  
 (eu) August 12, 2000  
**Genre** Fighting  
**Players** 1-2 Players

Tom & Jerry, plus a collection of well known supporting characters from the cartoon show, are part of this all-on-all brawl, where the best use of usual household appliances and furniture can win the the game.

Each level includes a range of platforms to use to get out of the way of the firing line, and a heap of items to use in order to bash the living furball out of the enemy.

6.4



Rarity US: 4  
Rarity EU: 3

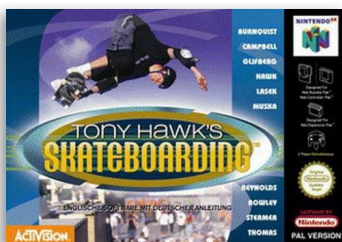
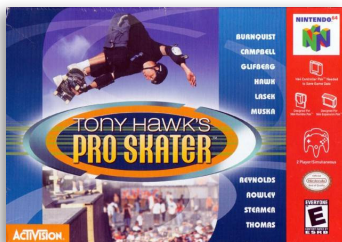
## Tonic Trouble

**Developer** Ubisoft  
**Publisher** Ubisoft  
**Release date** (us) August 31, 1999  
 (eu) October 24, 1999  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

In the tradition of Rayman (a platform jumper) comes another whacky adventure from Ubisoft.

Ed, the friendly alien space janitor, accidentally dropped a can of "tonic" on Earth, causing a great ecological disaster. Everything started mutating. Ed is ordered to clean up the place and retrieve the tonic, but someone got hold of it first... And he declared himself Master of Earth.

6.4



Rarity US: 2  
Rarity EU: 4

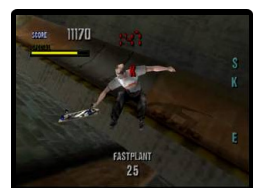
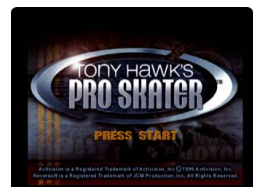
## Tony Hawk's Pro Skater

**Developer** Edge of Reality  
**Publisher** Activision  
**Release date** (us) February 29, 2000  
 (eu) December 10, 2001  
**Genre** Sports  
**Players** 1-2 Players

Tony Hawk's Pro Skater is a skateboarding game. It is the first entry in the Tony Hawk's series of video games. Development began after Tony Hawk's debut stint at the 1998 X-Games.

Pro Skater was originally released for the PlayStation and was later ported to the Nintendo 64. The game was met with critical acclaim from critics.

7.5





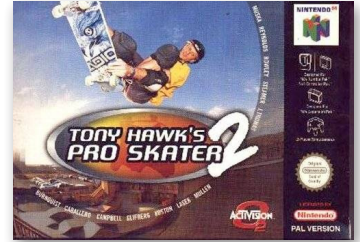
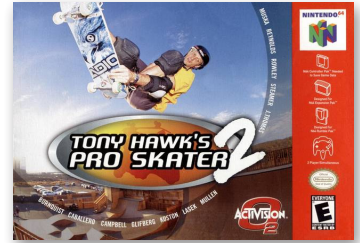
7.7



## Tony Hawk's Pro Skater 2

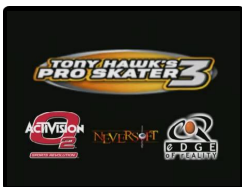
<b>Developer</b>	Edge of Reality
<b>Publisher</b>	Activision
<b>Release date</b>	(us) August 21, 2001 (eu) October 12, 2001
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

The player, playing as a professional skateboarder (either real-life or created) completes a number of tasks which result in cash rewards. With money gained, the player can then purchase skill improvements and better tricks and skateboards. Pro Skater 2 was also the first game in the series to introduce the manual, a skateboarding trick where the performer balances on two wheels.



Rarity US: 3  
Rarity EU: 3

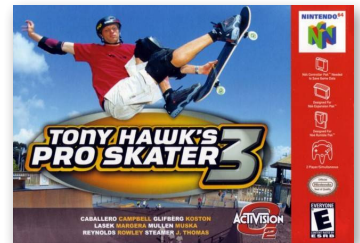
7.4



## Tony Hawk's Pro Skater 3

<b>Developer</b>	Edge of Reality
<b>Publisher</b>	Activision
<b>Release date</b>	(us) August 20, 2002
<b>Genre</b>	Sports
<b>Players</b>	1-2 Players

This game saw the introduction of the revert, a trick that enabled vert combos to be tied together with a manual, by tapping a button when landing in a quarterpipe. This allowed for much longer combos than in the previous two games, where landing in a quarterpipe would finish a combo. The game also added hidden combos. These were variations on standard tricks that could be performed as grab, flip, lip, or grind tricks.



Rarity US: 5

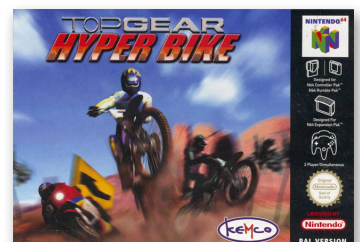
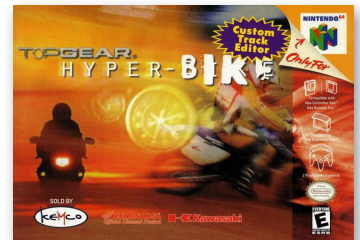
6.7



## Top Gear Hyper Bike

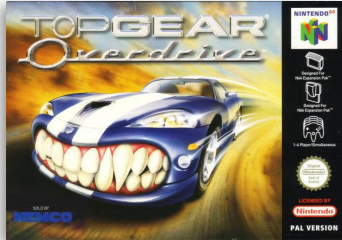
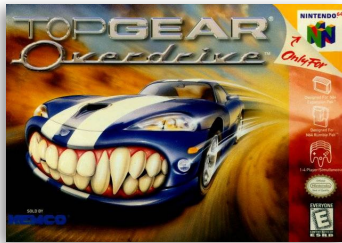
<b>Developer</b>	Snowblind Studios
<b>Publisher</b>	Kemco
<b>Release date</b>	(us) March 21, 2000 (eu) 2000
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

Players race along both street and dirt circuits with a collection of top flight dirt-bikes and street bikes. Dirt-bike racing allows them to pull off tricks during racing to increase the amount of turbo boost available to use, while alternating between the different bikes available for each circuit. Players compete for points to improve their bikes overall performance or purchase a better overall motor-bike.



Rarity US: 4  
Rarity EU: 4





Rarity US: 3  
Rarity EU: 3

## Top Gear Overdrive

**Developer** Snowblind Studios  
**Publisher** Kemco  
**Release date** (us) November 23, 1998  
 (eu) December, 1998  
**Genre** Racing  
**Players** 1-4 Players

In the main mode of play, the player races through six seasons, each season containing more races from more tracks, and with faster cars competing.

While racing, the player could pick up two power-ups: nitrous oxide and cash. The nitrous oxide could be used straight away, while the cash was added to the winnings at the end of the race and was used for buying upgrades.

7.1

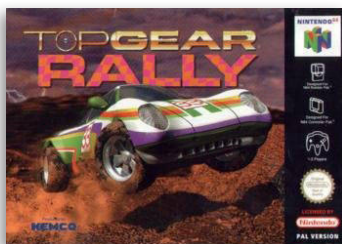
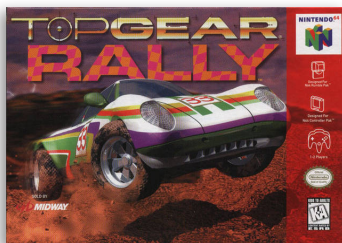


## Top Gear Rally

**Developer** Boss Game Studios  
**Publisher** Midway  
**Release date** (us) October, 1997  
 (eu) November, 1997  
**Genre** Racing  
**Players** 1-2 Players

Top Gear Rally features a realistic physics model with functioning suspension. At the time, this was an impressive new gameplay development. Road surfaces, including their imperfections, were accurately modeled to give the player the feeling of actually driving a car. The game's graphics were considered quite advanced for a home console system, being better than the PlayStation's then-available offerings.

6.8



Rarity US: 2  
Rarity EU: 2



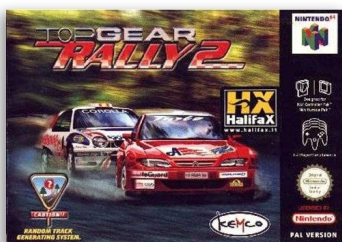
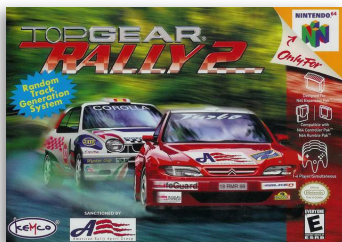
## Top Gear Rally 2

**Developer** Saffire  
**Publisher** Kemco  
**Release date** (us) October 31, 1999  
 (eu) February 28, 2000  
**Genre** Racing  
**Players** 1-4 Players

The game's objective is the same as the prior version: race through different locations (like farms, jungles, deserts and mountains) with the possibility of changing the climate (clear, rain, and snow). The game will randomly choose whether it is day or night.

IGN gave Top Gear Rally 2 an impressive 8.2 out of 10.

7.7



Rarity US: 4  
Rarity EU: 4





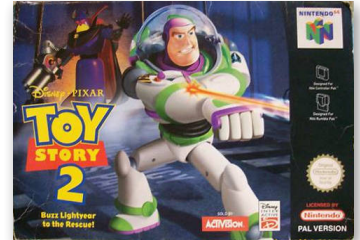
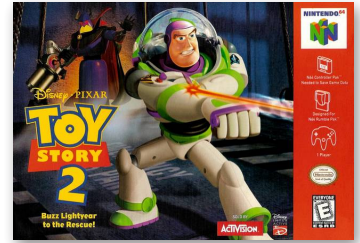
6.8



## Toy Story 2: Buzz Lightyear to the Rescue

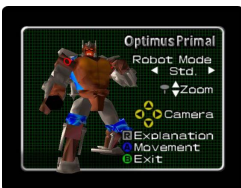
**Developer** Traveller's Tales  
**Publisher** Activision  
**Release date** (us) November 30, 1999  
 (eu) April 2, 2000  
**Genre** Adventure, 3D Platformer  
**Players** 1 Player

Toy Story 2: Buzz Lightyear to the Rescue is a standard platform game controlled from a third-person perspective. The player controls the protagonist, Buzz Lightyear, in a three-dimensional world categorized by levels based on the movie that include Andy's house, Al's Toy Barn, Al's penthouse and the airport at the end of the film.



Rarity US: 3  
 Rarity EU: 3

6.1



## Transformers: Beast Wars Transmetals

**Developer** Pacific Coast Power & Light  
**Publisher** BAM! Entertainment, Takara  
**Release date** (us) November 15, 2000  
**Genre** Fighting  
**Players** 1-2 Players

The Nintendo 64 version of the game was known as Transformers: Beast Wars Metals 64 in Japan and was compatible with the Japanese only Game Boy Color fighting game Kettō Transformers Beast Wars: Beast Senshi Saikyō Ketteisen through the Transfer Pak. The 64 version contains several mini-games and ending scenes for all characters.



Rarity US: 7

6.7

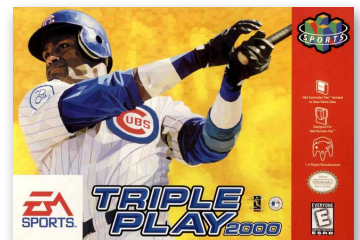


## Triple Play 2000

**Developer** Treyarch  
**Publisher** Electronic Arts  
**Release date** (us) March 22, 1999  
**Genre** Sports  
**Players** 1-2 Players

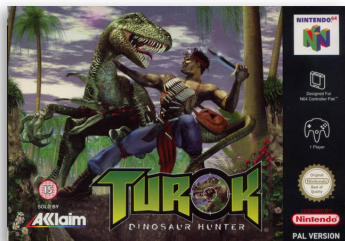
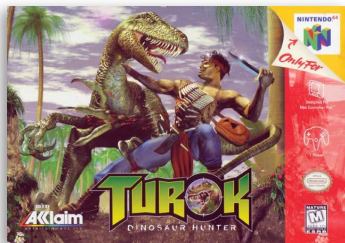
Triple Play 2000 is the only game of the Triple Play series released for the Nintendo 64 where it was only released in North America. It features the 1999 rosters, and 1998 stats which included Sammy Sosa's 66 HR and Mark McGwire's 70 home runs.

Players can play single matches, a full season, the playoffs, or an all-out action Home Run Derby.



Rarity US: 2





Rarity US: 2  
Rarity EU: 2

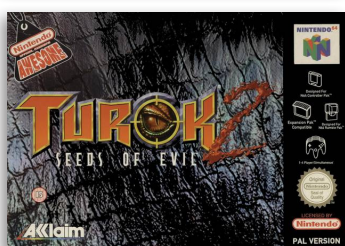
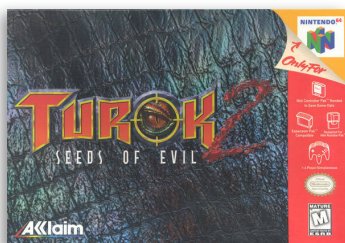
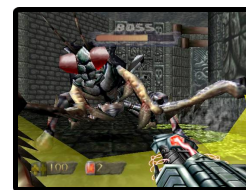
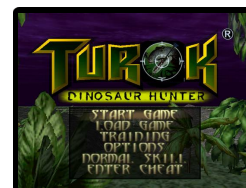
## Turok: Dinosaur Hunter

**Developer** Iguana Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) February 28, 1997  
 (eu) March 1, 1997  
**Genre** First-Person Shooter  
**Players** 1 Player

Turok is an adaptation of the Acclaim Comics comic book series of the same name. The player controls a Native American warrior, Turok, who must stop the evil Campaigner from conquering the universe with an ancient and powerful weapon.

Critical reception of Turok was highly positive.

7.2



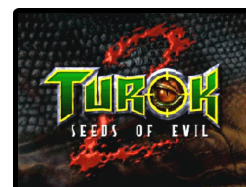
Rarity US: 2  
Rarity EU: 1

## Turok 2: Seeds of Evil

**Developer** Iguana Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) October 21, 1998  
 (eu) 1998  
**Genre** First-Person Shooter  
**Players** 1-4 Players

Like its predecessor, Turok 2 is a first-person shooter where the player assumes the role of Turok from a first-person perspective. As Turok, the player can run, jump, climb ladders, swim and dive underwater for a limited period of time. The player can also carry an unlimited number of weapons, ranging from bows and arrows to pistols, rifles, a shotgun, a grenade launcher, a flamethrower, a speargun, and more advanced weapons.

7.3





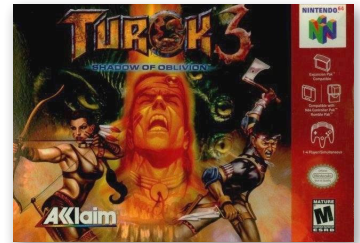
6.9



## Turok 3: Shadow of Oblivion

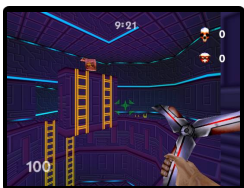
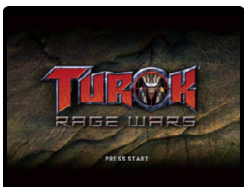
**Developer** Iguana Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) August 30, 2000  
 (eu) September 8, 2000  
**Genre** First-Person Shooter  
**Players** 1-4 Players

From the standards of Turok 2, the game simplifies itself slightly by removing features, such as secondary ammo and exclusive underwater weapons as all weapons now work underwater. Player characters Joseph and Danielle share some weapons, but also have some unique weapons of their own. If the player manages to unlock Joshua Fireseed, they can use every weapon while using him.



Rarity US: 4  
 Rarity EU: 3

7.0



## Turok: Rage Wars

**Developer** Iguana Entertainment  
**Publisher** Acclaim Entertainment  
**Release date** (us) October 31, 1999  
 (eu) December 26, 1999  
**Genre** First-Person Shooter  
**Players** 1-4 Players

Turok: Rage Wars is non-canon in the Turok series. Instead of the usual Turok single player missions, players must control their character and complete certain missions (from getting the most frags in a time limit, finding they get to choose which weapons to use, and they can unlock heaps of more weapons and character skins as they complete the objectives.

*"mobygames.com"*



Rarity US: 3  
 Rarity EU: 2

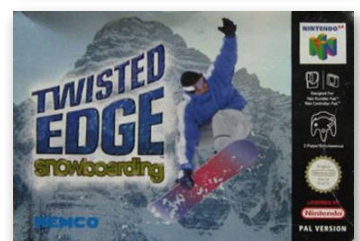
6.9



## Twisted Edge Extreme Snowboarding

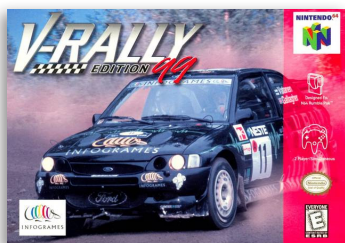
**Developer** Boss Game Studios  
**Publisher** Midway  
**Release date** (us) November 10, 1998  
 (eu) March 12, 1999  
**Genre** Sports  
**Players** 1-2 Players

While Twisted Edge was not very well received commercially or critically, it covered the snowboard niche between Cool Boarders 2 and 1080° Snowboarding by focusing on tricks (unlike 1080°, which focused on racing), and providing a more intuitive control system than that found in Cool Boarders 2.



Rarity US: 3  
 Rarity EU: 3





Rarity US: 4  
Rarity EU: 1

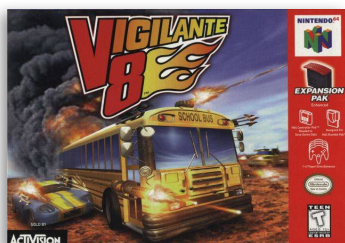
## V-Rally Edition '99

**Developer** Eden Games  
**Publisher** Infogrames  
**Release date** (us) August 31, 1999  
 (eu) December 7, 1998  
**Genre** Racing  
**Players** 1-2 Players

V-Rally was the first Rally game to be published on the PlayStation. This "Edition 99" is the Nintendo 64 port of the original game, with slightly improved graphics and menus.

The game offers players to race through 8 countries using one of the 12 official cars from the World Rally Championship.

5.7



Rarity US: 3  
Rarity EU: 3

## Vigilante 8

**Developer** Luxoflux  
**Publisher** Activision  
**Release date** (us) March 29, 1998  
 (eu) March, 1999  
**Genre** Racing, Shooter  
**Players** 1-4 Players

Vigilante 8 is a vehicular combat game and a spinoff of the PC game Interstate '76, featuring several of its theme concepts (auto-vigilantes, the 1970s time frame, and specific fictional vehicle companies).

Every vehicle is equipped with a machine gun by default, but players can add up to three out of five available weapons.

7.4





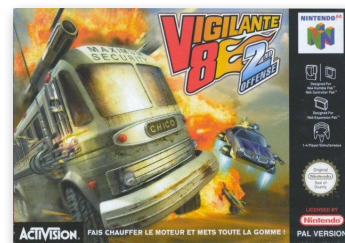
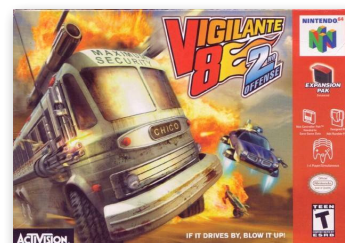
7.4



## Vigilante 8: 2nd Offense

<b>Developer</b>	Luxoflux
<b>Publisher</b>	Activision
<b>Release date</b>	(us) February 2, 2000 (eu) February 25, 2000
<b>Genre</b>	Racing, Shooter
<b>Players</b>	1-4 Players

As in Vigilante 8, players will control a vehicle and eliminate all other vehicles in the arena with the use of weapons and upgrades. The player can choose to play through a story mode, Quest Mode, or play with an assorted number of bots in Arcade mode. Second Offense introduced the “Salvage Points” system, which allows the player to upgrade their vehicle by collecting Salvage Points from destroyed opponents.



Rarity US: 4  
Rarity EU: 4

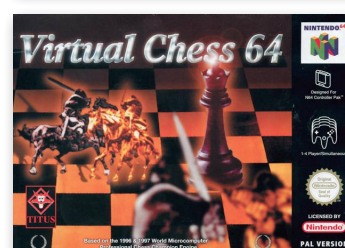
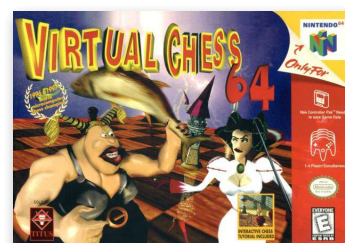
5.7



## Virtual Chess 64

<b>Developer</b>	Titus Software
<b>Publisher</b>	Titus Software
<b>Release date</b>	(us) June 10, 1998 (eu) July, 1998
<b>Genre</b>	Board Game/Strategy
<b>Players</b>	1-4 Players

Virtual Chess 64 is a chess simulation considered to be very difficult. The game featured no true “completion” in the form of a goal or a score, so one could theoretically play an endless number of matches. One feature that made the game interesting is that when a piece was captured, a short animated cutscene would play back depicting the battle, as in 1988’s Battle Chess.



Rarity US: 5  
Rarity EU: 4

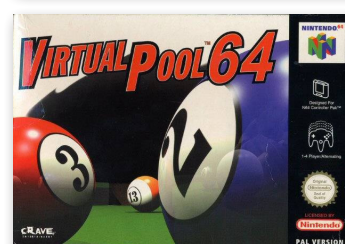
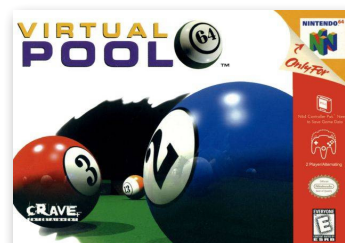
6.6



## Virtual Pool 64

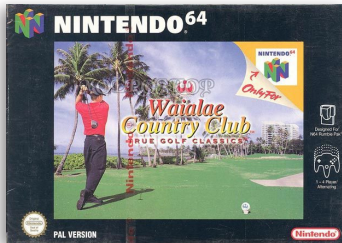
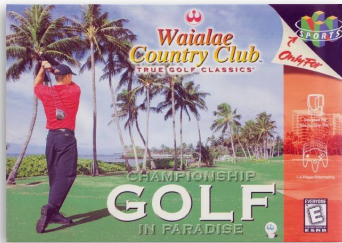
<b>Developer</b>	Celeris
<b>Publisher</b>	Crave Entertainment
<b>Release date</b>	(us) December 17, 1998 (eu) February 26, 1999
<b>Genre</b>	Sports
<b>Players</b>	(us) 1-2 Players, (eu), (us) 1-4 Players

Virtual Pool 64 is a 3D, first-person sports simulation game. The game features simulations of 11 forms of pool (pocket billiards). It is part of the “Virtual Pool” game franchise, which also includes the PC games Virtual Pool, Virtual Pool 2, Virtual Pool Hall and Virtual Pool 3. The game has been simultaneously lauded as “a top-notch simulation” and criticized as dull, lacking both player incentive and engaging characters.



Rarity US: 4  
Rarity EU: 4





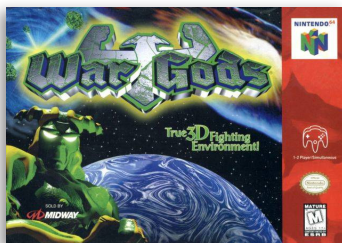
Rarity US: 3  
Rarity EU: 3

## Waialae Country Club: True Golf Classics

**Developer** T&E Soft  
**Publisher** Nintendo  
**Release date** (us) July 29, 1998  
(eu) August 24, 1998  
**Genre** Sports  
**Players** 1-4 Players

Waialae Country Club: True Golf Classics is set in the prestigious Waialae Country Club, Honolulu, Hawaii. The game was released in 1998, there is also a game released for the Super Nintendo named, True Golf Classics: Waialae Country Club, the two are not the same however.

6.8



Rarity US: 3  
Rarity EU: 5

## War Gods

**Developer** Eurocom  
**Publisher** Midway  
**Release date** (us) May 21, 1997  
(eu) November 28, 1997  
**Genre** Fighting  
**Players** 1-2 Players

The game was heavily influenced by Midway's Mortal Kombat series, and features controls similar to the Mortal Kombat games, as well as the series signature fatalities. Unique to War Gods is the "3D" button, allowing users to use the background/foreground for additional attacks and evasive maneuvers. The game's graphics were created using a technology Midway called "digital skin", which mapped photographs onto 3D models.

4.8



Rarity US: 2  
Rarity EU: 3

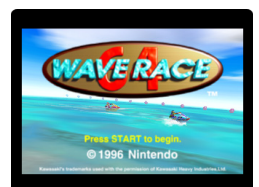
## Wave Race 64

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (us) November 1, 1996  
(eu) April 29, 1997  
**Genre** Sports  
**Players** 1-2 Players

In Wave Race 64 the player races on jet skis in many different weather conditions, on a variety of different courses. The game was sponsored by the Kawasaki Heavy Industries brand, and featured product placement for the Coca-Cola Company brand Fanta.

The game was a critical success.

7.4





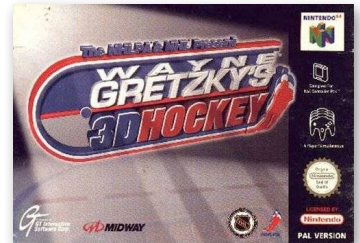
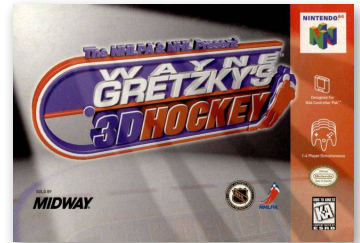
6.7



## Wayne Gretzky's 3D Hockey

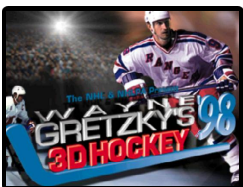
**Developer** Williams Entertainment  
**Publisher** Midway  
**Release date** (us) November 11, 1996  
 (eu) March 1, 1997  
**Genre** Sports  
**Players** 1-4 Players

As opposed to the more realistic hockey gameplay seen in Electronic Arts' NHL series, the game featured a more unrealistic arcade-style of gameplay, featuring moves such as "power saves", which caused the goaltender to briefly transform into a brick wall, "power shots", which would set the net on fire or knock the goalie into the net, and "power checks", which would send an ambulance across the top of the screen.



Rarity US: 3  
 Rarity EU: 3

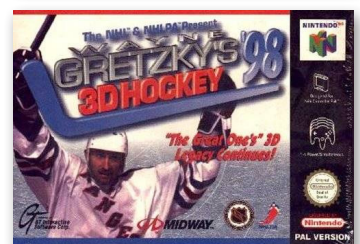
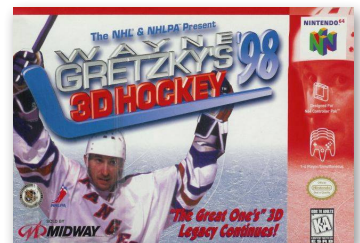
6.7



## Wayne Gretzky's 3D Hockey '98

**Developer** Software Creations  
**Publisher** Midway  
**Release date** (us) December 3, 1997  
 (eu) June 1, 1998  
**Genre** Sports  
**Players** 1-4 Players

Gameplay consists of two basic options: Arcade and Simulation. Although the graphics and gameplay vary little between the two, other changes have the effect of changing the chemistry and intensity of gameplay between the two options. The gamer has the ability to customize period length, fatigue (on/off), line changes, fighting (on/off), penalties (simulation only), rink size (arcade only), puck-streak (on/off), and camera angle.



Rarity US: 3  
 Rarity EU: 4

4.9

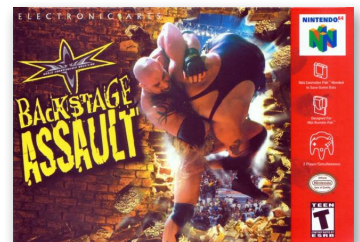


## WCW Backstage Assault

**Developer** Kodiak Interactive  
**Publisher** Electronic Arts  
**Release date** (us) December 12, 2000  
**Genre** Sports  
**Players** 1-2 Players

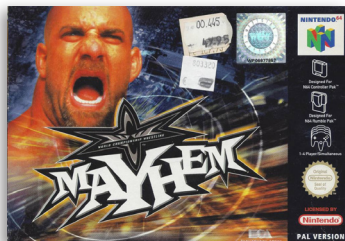
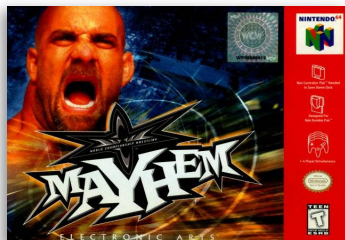
Backstage Assault is vastly different from other games of its genre. Previous wrestling games such as WWF SmackDown! and WCW Mayhem featured backstage areas as auxiliary fighting locations. Backstage Assault took the concept further by removing the ring entirely and having all action take place backstage.

The game was met with very mixed to negative reception.



Rarity US: 3





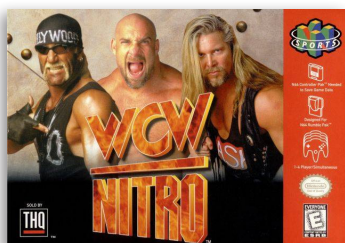
Rarity US: 2

## WCW Mayhem

**Developer** Kodiak Interactive  
**Publisher** Electronic Arts  
**Release date** (us) August 31, 1999  
**Genre** Sports  
**Players** 1-4 Players

The game featured several firsts for a wrestling title. For instance, Mayhem was the first game to feature all twelve WCW pay-per-view venues as well as all three major WCW TV shows (Nitro, Thunder, and Saturday Night). Mayhem was also the first wrestling game released in the United States to include backstage areas, a feature which would be expanded upon in its sequel, WCW Backstage Assault.

5.5



Rarity US: 3

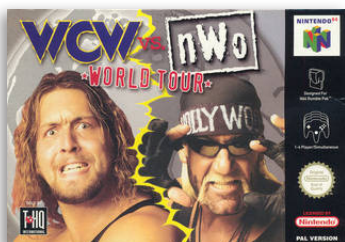
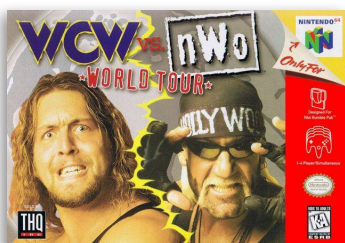
## WCW Nitro

**Developer** Inland Productions  
**Publisher** THQ  
**Release date** (us) February 1, 1999  
**Genre** Sports  
**Players** 1-4 Players

WCW Nitro is a video game based on the professional wrestling TV show WCW Monday Nitro. The game featured a large roster of playable WCW wrestlers as well as full motion video clips of the TV show. The game was followed by WCW/nWo Thunder, which was based on Nitro's Thursday night counterpart.

The game received mixed reviews upon its release.

5.0



Rarity US: 2  
 Rarity EU: 3

## WCW vs. nWo: World Tour

**Developer** AKI  
**Publisher** THQ  
**Release date** (us) November 30, 1997  
 (eu) February 12, 1998  
**Genre** Sports  
**Players** 1-4 Players

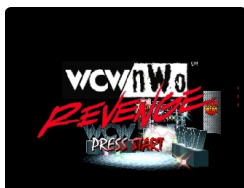
Released at the peak of World Championship Wrestling's dominance in the Monday Night Wars, World Tour was THQ's first foray into the N64 wrestling scene and is a semi sequel to the lesser known WCW vs. The World for the PlayStation. It is considered the American counterpart to Japan's Virtual Pro Wrestling 64 and is the second best-selling wrestling game for the N64 console.

7.4





8.1

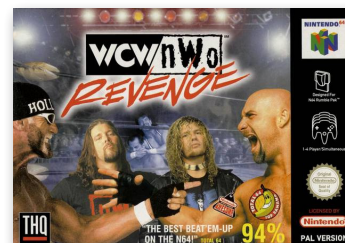
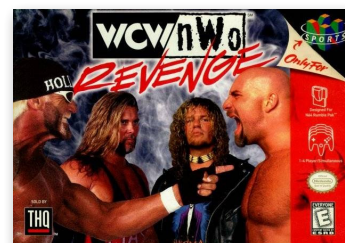


## WCW/nWo Revenge

**Developer** AKI  
**Publisher** THQ  
**Release date** (us) October, 1998  
 (eu) November 30, 1998  
**Genre** Sports  
**Players** 1-4 Players

WCW/nWo Revenge is the sequel to 1997's WCW vs. nWo: World Tour. Like its predecessor, Revenge features AKI's revolutionary grappling system as well as heavily improved graphics, a championship mode, and a large roster of wrestlers (real and fictional).

Revenge gained critical praise and tremendous commercial success.



Rarity US: 2  
 Rarity EU: 2

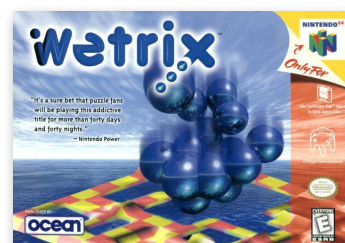
6.0



## Wetrix

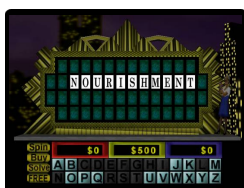
**Developer** Zed Two  
**Publisher** Ocean  
**Release date** (us) June, 1998  
 (eu) June 16, 1998  
**Genre** Puzzle  
**Players** 1-2 Players

Wetrix is a 3D puzzle game first released for the Nintendo 64. The player receives a flat square of land and has the goal of gaining as many points as possible, through managing a landscape of Lakes and the water therein. This is accomplished by manoeuvring different types of Pieces that fall onto the playing area, one at a time (in a similar manner to the puzzle game Tetris). Each Piece has differing effects upon the arena.



Rarity US: 4  
 Rarity EU: 2

6.0

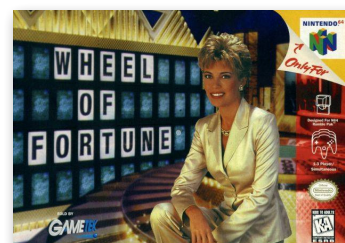


## Wheel of Fortune

**Developer** GameTek  
**Publisher** GameTek  
**Release date** (us) December 2, 1997  
**Genre** Game Show  
**Players** 1-3 Players

This game is an interactive version of the popular U.S. quiz show Wheel of Fortune complete with hostess Vanna White.

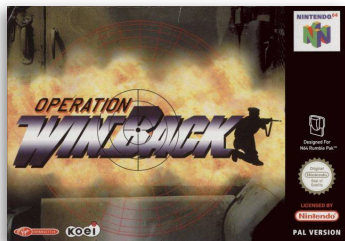
The game is played by trying to find a hidden word with only a few guesses allowed for the letters which is very similar to the pen and paper game Hangman.



Rarity US: 4

"mobygames.com"





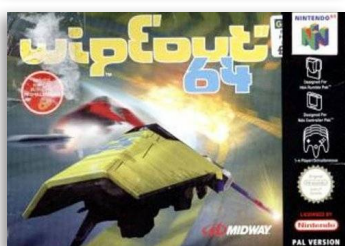
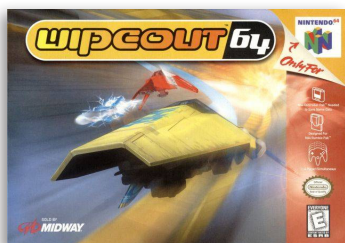
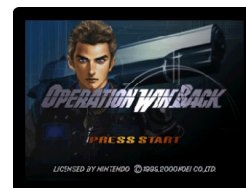
Rarity US: 4  
Rarity EU: 5

## WinBack

**Developer** Omega Force  
**Publisher** Koei  
**Release date** (us) September 30, 1999  
 (eu) July 7, 2000  
**Genre** Adventure, 3D Shooter  
**Players** 1-4 Players

The game was influenced by Metal Gear Solid and, in turn, WinBack's cover system eventually went on to influence several later shooters, including Metal Gear Solid 2 and Kill Switch, which in turn influenced games like Gears of War. The cover system has since become a staple of third-person shooters. WinBack also featured a laser sight mechanic that was later incorporated in action games such as Metal Gear Solid 2 and Resident Evil 4.

7.2



Rarity US: 2  
Rarity EU: 4

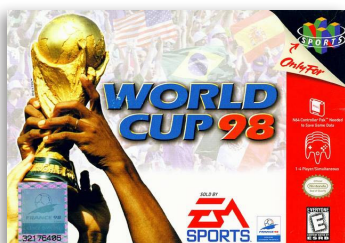
## Wipeout 64

**Developer** Psygnosis  
**Publisher** Midway  
**Release date** (us) November 3, 1998  
 (eu) May 2, 1999  
**Genre** Racing  
**Players** 1-4 Players

Set in 2098, just a year after Wipeout 2097, Wipeout 64 introduced several new elements to the Wipeout series including analogue control which benefited from the Nintendo 64's controller, new weapons, teams and tracks.

The game received mixed opinions from critics and players alike.

6.6



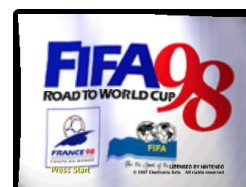
Rarity US: 3  
Rarity EU: 1

## World Cup 98

**Developer** Electronic Arts  
**Publisher** Electronic Arts  
**Release date** (us) May 18, 1998  
 (eu) May 18, 1998  
**Genre** Sports  
**Players** 1-4 Players

World Cup 98 was the first official FIFA World Cup game developed by EA Sports after obtaining the rights from FIFA in 1997. Unlike the previous World Cup games, which were in 2D and showed a bird's-eye view, World Cup 98 was the first in the franchise to use a 3D engine, utilising DirectX for the PC version. Accurate national team kits were introduced complete with kit manufacturer logos and official merchandise.

6.8





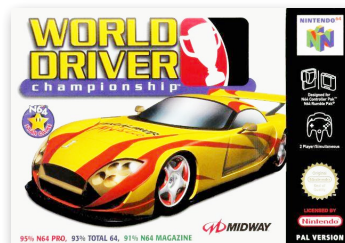
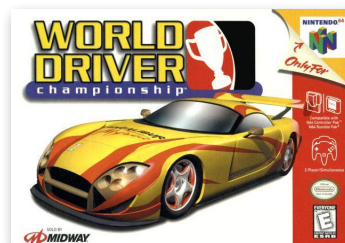
7.4



## World Driver Championship

<b>Developer</b>	Boss Game Studios
<b>Publisher</b>	Midway
<b>Release date</b>	(us) May 31, 1999 (eu) November, 1999
<b>Genre</b>	Racing
<b>Players</b>	1-2 Players

One of the last racing simulations to be released for Nintendo 64, this graphically intensive title uses custom microcode optimization and high polygon count modelling. The development team was able to optimize the usage of the various processors within the N64 to allow a great draw distance, highly detailed texturing and models, Doppler effect MP3 audio, and advanced lighting and fog effects for realistic weather conditions.



Rarity US: 3

Rarity EU: 3

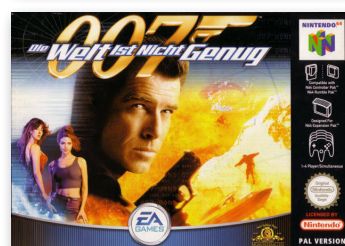
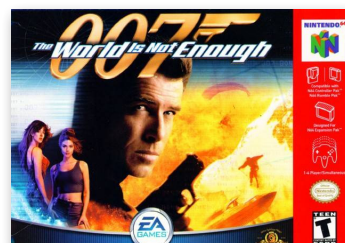
7.0



## The World Is Not Enough

<b>Developer</b>	Eurocom
<b>Publisher</b>	Electronic Arts
<b>Release date</b>	(us) November 1, 2000 (eu) December 8, 2000
<b>Genre</b>	First-Person Shooter
<b>Players</b>	1-4 Players

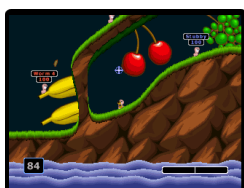
Coming off the lukewarm reception of the previous Bond game, Tomorrow Never Dies, it was decided that The World Is Not Enough would go back to its roots as a first-person shooter, popularized by the success of the Bond game GoldenEye 007. It would also see the reintroduction of the multiplayer portion of the game.



Rarity US: 3

Rarity EU: 2

7.3

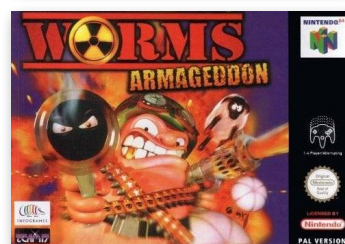
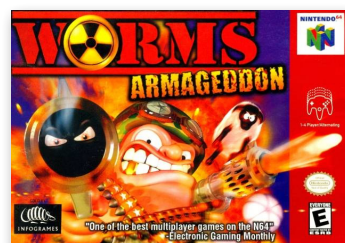


## Worms Armageddon

<b>Developer</b>	Infogrames
<b>Publisher</b>	Infogrames
<b>Release date</b>	(us) March 30, 2000 (eu) December 11, 1999
<b>Genre</b>	Strategy
<b>Players</b>	1-4 Players

Worms Armageddon is an artillery strategy game and part of the Worms series. The player controls a team of up to eight worms in combat against opposing teams.

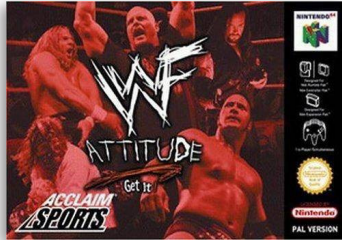
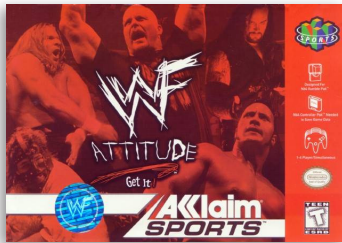
Gameplay is turn-based, with each team moving in sequence across two-dimensional terrain. During a single turn, a team can only move one of its worms.



Rarity US: 6

Rarity EU: 4





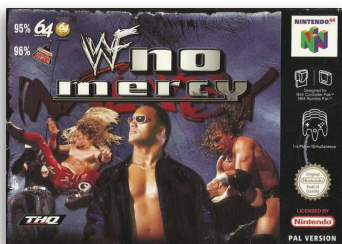
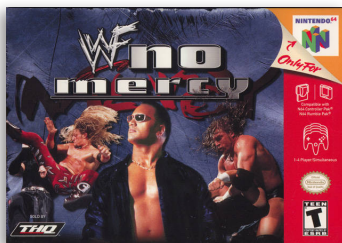
Rarity US: 2  
Rarity EU: 2

## WWF Attitude

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) July 31, 1999  
 (eu) August 9, 1999  
**Genre** Sports  
**Players** 1-4 Players

The game is the sequel to WWF War Zone and is the last WWF game to be published by Acclaim. The WWF signed a deal with THQ later in 1999, ending a long relationship with Acclaim that began with WWF WrestleMania. Acclaim then signed a deal with Extreme Championship Wrestling, producing two games using the same game engine, ECW Hardcore Revolution and ECW Anarchy Rulz.

6.3



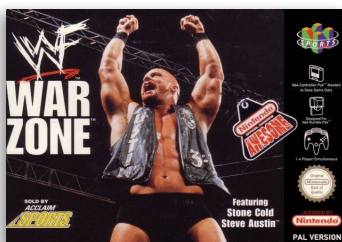
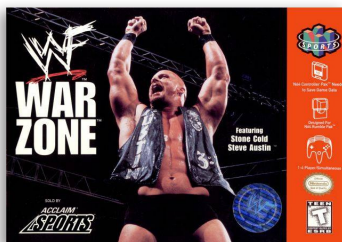
Rarity US: 3  
Rarity EU: 2

## WWF No Mercy

**Developer** AKI  
**Publisher** THQ  
**Release date** (us) November 17, 2000  
 (eu) December 15, 2000  
**Genre** Sports  
**Players** 1-4 Players

Some of the features included in WrestleMania 2000 were removed from No Mercy. First, wrestlers' entrances were cut short to showing the wrestler only appear on the stage/entrance ramp, and players never see wrestlers actually enter the ring. The belt options were also changed; rather than creating a belt from scratch, players now have to complete a story mode to win a title.

8.6



Rarity US: 3  
Rarity EU: 1

## WWF War Zone

**Developer** Iguana Entertainment  
**Publisher** Acclaim  
**Release date** (us) August 11, 1998  
 (eu) August 21, 1998  
**Genre** Sports  
**Players** 1-4 Players

WWF War Zone features wrestlers from the World Wrestling Federation (WWF). Unlike Acclaim's previous WWF game, 1996's WWF in Your House, War Zone features characters represented by 3D models and a new grappling-based gameplay system. In addition to a single-player mode in which players challenge for various championships, WWF War Zone also includes various multiplayer modes and a create-a-wrestler mode.

6.3



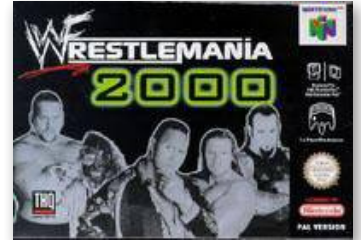
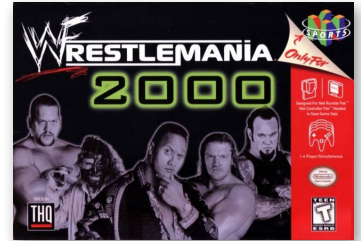


8.1



**Developer** AKI  
**Publisher** THQ  
**Release date** (us) October 31, 1999  
 (eu) October 12, 1999  
**Genre** Sports  
**Players** 1-4 Players

WWF WrestleMania 2000 was based on the World Wrestling Federation's annual pay-per-view, WrestleMania. Despite the fact that this game is based upon WrestleMania 2000 the game was released 5 months prior, to the actual PPV itself, therefore resulting in using WrestleMania from that year instead (WrestleMania XV). Released at the height of the WWF's Attitude Era, WrestleMania 2000 was the first WWF game released by THQ.



Rarity US: 3  
 Rarity EU: 2

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**WF RESTLEMANIA 2000**

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 90% N64 Magazine

"...is probably - no, definitely the best wrestling game ever to grace the N64!"  
 93% 64 Magazine

"The best wrestling game to hit the N64!"  
 91% N64 Pro

"It's time. It's time for all those other wrestling games to step up and receive their punishment!"  
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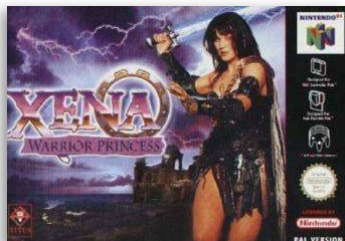
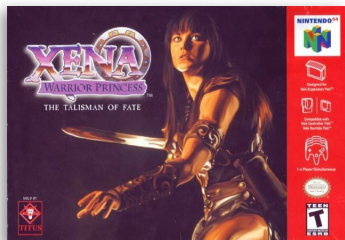
**NINTENDO 64** **WF** **THQ Helpline 09067 535 055** **GAME BOY COLOR**

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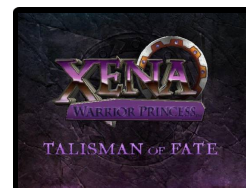
Rarity US: 3  
Rarity EU: 4

## Xena: Warrior Princess: The Talisman of Fate

<b>Developer</b>	Saffire
<b>Publisher</b>	Titus Software
<b>Release date</b>	(us) November 30, 1999 (eu) December 17, 1999
<b>Genre</b>	Fighting
<b>Players</b>	1-4 Players

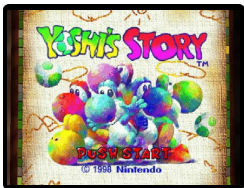
The player chooses from the cast of characters and then, in a random order, fights the other characters. Xena will usually appear as the sub-boss. The final boss is Despair, a character original to the game, who is Dahak's champion. After defeating Despair, the player's character's individual ending will take place.

5.9





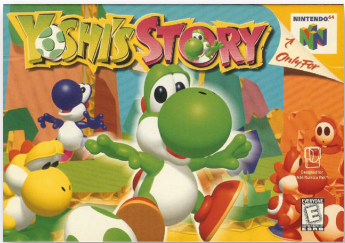
7.1



# Yoshi's Story

Developer	Nintendo
Publisher	Nintendo
Release date	(us) March 1, 1998 (eu) May 10, 1998
Genre	Adventure, 2D Platformer
Players	1 Player

Known as the sequel to the SNES title Super Mario World 2: Yoshi's Island, the game continues within the platform genre, presenting gameplay similar to its predecessor. However, Yoshi's Story turns in a more puzzle-oriented direction, with the aspect of challenge being foremost tied to the achievement of a high score by strategic means.



Rarity US: 2  
Rarity EU: 2



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LAY EGGS



SAVE THE WORLD



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Nintendo®



ゲームが変わる、64 が変わる。

# NINTENDO 64®

6月23日(日) 発売!

NINTENDO 64 本体セット

メーカー希望小売価格 25,000円(税別)

セット内容 NINTENDO 64 本体  
専用コントローラ (グレー)  
専用ACアダプタ





# Japanese Exclusive Games

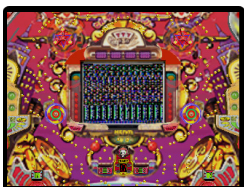
There is a whole new world of gaming for those who wish to import from Japan. Of course many Japanese games are only suited for a niche market, but there are quite a few games that are extremely fun for the open minded ones. Many people consider the Nintendo 64 a great console, but most people complain about the somewhat small game library. However, there are some pearls hidden in Japan that will probably please those eager for diversification on their games.

*“Simon@gamefaq.com”*

These pages consist of every Japanese release. Games featured are set alphabetically. I have used the title featured on the wikipedia list, so names may differ from the official Japanese title. The first game featured here are Heiwa Pachinko World 64. Why that game is the first on the list are only cause I missed that game first when making the pages, and because i`m lazy and don`t want to reformat the pages, I put it first



7.3

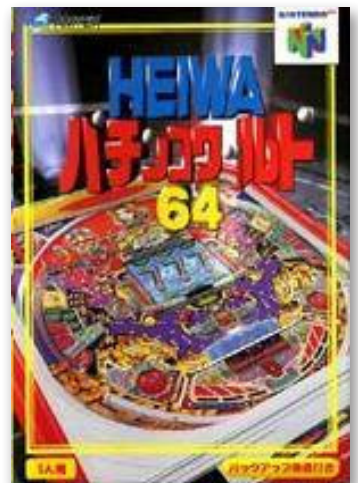


## Heiwa Pachinko World 64

<b>Developer</b>	Shouei System
<b>Publisher</b>	Shouei System
<b>Release date</b>	(jp) November 28, 1997
<b>Genre</b>	Gambling
<b>Players</b>	1 Player

Heiwa Pachinko World 64 is a virtual pachinko video game. A pachinko machine resembles a vertical pinball machine, but has no flippers and uses a large number of small balls.

This game feature 4 different machines. The game gives players a 3D town in which 3 Pachinko halls are available to choose.



Rarity JP: 4





Rarity JP: 5

## 64 Hanafuda: Tenshi no Yakusoku

**Developer** Altron  
**Publisher** Altron  
**Release date** (jp) November 5, 1999  
**Genre** Card Game  
**Players** 1-2 Players

64 Hanafuda: Tenshi no Yakusoku (64 Hanafuda: Promise of an Angel) is a Hanafuda card game for the Nintendo 64. It was released in 1999 only in Japan.

6.9



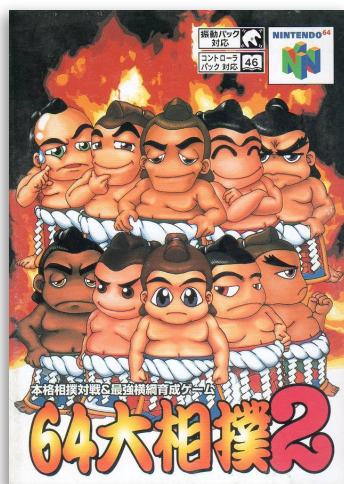
Rarity JP: 3

## 64 Ozumo

**Developer** Bottom Up  
**Publisher** Bottom Up  
**Release date** (jp) November 28, 1997  
**Genre** Sports  
**Players** 1-4 Players

64 Ōzumō is a sumo wrestling game. The gameplay simulates various aspects of a sumo wrestler's life, such as diets and training. The game uses 3D areas, the analogue stick for movement and C-button combinations to perform moves. The game also uses a comic look and some of the eight areas feature unusual places such as the Moon or Egypt.

6.3



Rarity JP: 4

## 64 Ozumo 2

**Developer** Bottom Up  
**Publisher** Bottom Up  
**Release date** (jp) March 19, 1999  
**Genre** Sports  
**Players** 1-4 Players

64 Ozumo 2 is a sumo wrestling game for the Nintendo 64, which was only released in Japan in 1999. It is the sequel to the game 64 Ozumo. Like its predecessor, the gameplay simulates various aspects of a sumo wrestler's life.

7.4





6.8

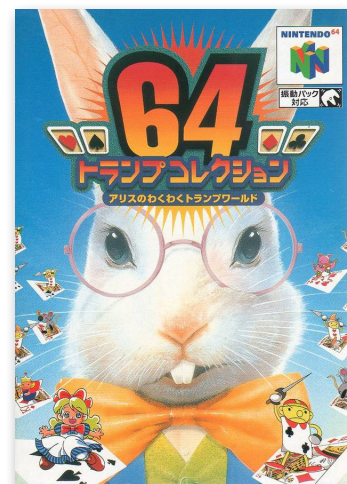


## 64 Trump Collection: Alice no Waku Waku Trump World

**Developer** Bottom Up  
**Publisher** Bottom Up  
**Release date** (jp) November 5, 1999  
**Genre** Adventure, Card Games  
**Players** 1-4 Players

64 Trump Collection: Alice no Waku Waku Trump World (64 Trump Collection - Alice's Exciting Trip to Trump World) is a card game based on Alice in Wonderland.

The game was not received well in English speaking territories. N64 Magazine described the game as “an unfathomable Alice in Wonderland-themed card game” which was deemed “a real Lenny Bennett of a game”.



Rarity JP: 2

5.7

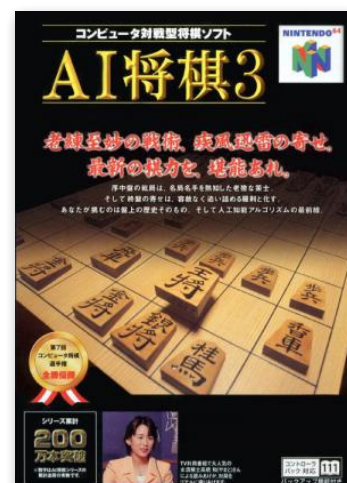


## AI Shogi 3

**Developer** I4  
**Publisher** I4  
**Release date** (jp) December 18, 1998  
**Genre** Board Game  
**Players** 1-4 Players

AI Shogi 3 is a Nintendo 64 video game released exclusively in Japan in 1998.

Shogi, also known as Japanese chess, is a two-player strategy board game in the same family as Western chess. Shōgi means general's board game.



Rarity JP: 4

7.9



## Animal Crossing

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (jp) April 14, 2001  
**Genre** Simulation  
**Players** 1 Player

Animal Crossing, known in Japan as Dōbutsu no Mori, is a social simulator that has been dubbed a “communication game” by Nintendo. It is open-ended, and the player's character can live a separate life with little preset plot or mandatory tasks. Players assume the role of a new resident to the town.

The game was ported to the GameCube in Japan later the same year as Dōbutsu no Mori +.



Rarity JP: 5





Rarity JP: 8

## Bakuretsu Muteki Bangai-O

Developer	Treasure
Publisher	ESP
Release date	(jp) September 3, 1999
Genre	Action, Adventure
Players	1 Player

Bangai-O, or Bakuretsu Muteki Bangaioh is a multi-directional shooter video game. It was first released on the Nintendo 64 with a limited 10,000 unit production run.

The game was originally conceived as a remake of an obscure 8-bit shooter, Hover Attack, released in 1983. Eventually it evolved into an original property, but retains many elements of the original including the distinctive missile trails and a general aesthetic similarity.

8.0



Rarity JP: 5

## Bakusho Jinsei 64: Mezase! Resort O

Developer	Taito
Publisher	Taito
Release date	(jp) December 24, 1998
Genre	Board Game
Players	1-4 Players

Bakushō Jinsei 64: Mezase! Resort Ō is a board game based on the Japanese board game Jinsei Game. It is an adaption of the Western Game of Life, but the game has more similarities to Monopoly. It is primarily aimed at multiple players and focuses on the financial success of the participants.

*"mobygames.com"*

7.1



Rarity JP: 5

## Bass Rush: ECOGEAR PowerWorm Championship

Developer	Visco Corporation
Publisher	Visco Corporation
Release date	(jp) April 28, 2000
Genre	Sports
Players	1 Player

Bass Rush: ECOGEAR Powerworm Championship is a fishing video game released for the Dreamcast and Nintendo 64. This version was a Japan exclusive and is compatible with both rumble pack and fishing rod. The murky waters are well suited to the N64's fogging abilities and the results are a very savoury sports title reeling in the likes of Get Bass hook, line and sinker.

7.0





7.2

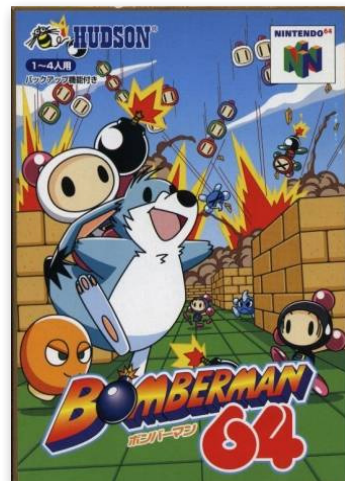


## Bomberman 64

**Developer** Racjin  
**Publisher** Hudson Soft  
**Release date** (jp) December 20, 2001  
**Genre** Arcade  
**Players** 1-4 Players

Bomberman 64 has nothing to do with 1997's Baku Bomberman, also known as Bomberman 64 outside Japan. The game was the last official N64 game to be released in Japan.

This game has several types of gameplay, each with its own mode. The names are loosely translated based upon the gameplay they exhibit; Classic Mode, Panic Bomber Mode, Point and Click Game, and Bomberman Park.



Rarity JP: 8

7.2



## Choro Q 64 2: Hachamecha Grand Prix Race

**Developer** Locomotive Games  
**Publisher** Takara  
**Release date** (jp) December 24, 1999  
**Genre** Racing, Battle  
**Players** 1-4 Players

Choro Q 64 2:Hacha-Mecha Grand Prix Race is a racing game. It is the sequel to Choro Q 64 (Penny Racers outside of Japan) and is part of the Choro Q series. The game is also compatible with the Game Boy Color game Choro Q Hyper Customable GB, using the GB Transfer Pak.

Race modes include; Single race, Grand Prix, Time Trial, and Versus.



Rarity JP: 5

6.6



## Chokukan Night: Pro Yakyu King

**Developer** Genki  
**Publisher** Imagineer  
**Release date** (jp) December 20, 1996  
**Genre** Sports  
**Players** 1-4 Players

Chōkūkan Night: Pro Yakyū King is a baseball game. The featured teams are from the Japanese professional league. The two main playing modes are exhibition matches, with a number of options to set (e.g. number of players or the field type), and playing a whole season including an athlete trade option.

"mobygames.com"



Rarity JP: 3





Rarity JP: 5

## Chokukan Night: Pro Yakyu King 2

**Developer** Genki  
**Publisher** Imagineer  
**Release date** (jp) March 19, 1999  
**Genre** Sports  
**Players** 1-4 Players

Chōkūkan Night Pro Yakyū King 2 is a baseball game for the Nintendo 64. It was released only in Japan in 1999 and has a prequel, Chōkūkan Night Pro Yakyū King.

7.7



Rarity JP: 4

## Custom Robo

**Developer** Noise  
**Publisher** Nintendo  
**Release date** (jp) December 8, 1999  
**Genre** Fighting  
**Players** 1-4 Players

Custom Robo is targeted at young boys in Japan who enjoy playing with action figures and toy models. The developers of the game say that their inspiration was the childhood fantasy of being able to become the action figure and play out battles.

The player moves around through various scenes and settings, interacting with other characters to gain information or engage in combat.

8.2



Rarity JP: 5

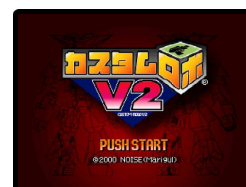
## Custom Robo V2

**Developer** Noise  
**Publisher** Nintendo  
**Release date** (jp) November 10, 2000  
**Genre** Fighting  
**Players** 1-4 Players

The battle system in Custom Robo V2 is very similar to the first one, except it features tag-teaming.

The main object of the whole game is to finish its plot by collecting every Robo, battle part, and other items that the player wants, while winning every battle that moves the character from one part of the storyline to the next.

8.2





7.3



## Dance Dance Revolution Disney Dancing Museum

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) November 30, 2000  
**Genre** Dancing Skills  
**Players** 1-2 Players

Dance Dance Revolution Disney Dancing Museum is a Music video game. It was sold as part of a bundle pack that featured the game as well as an exclusive N64 controller designed for this mix that featured popular Disney characters. The game featured 22 (20 that must be unlocked) songs from various Disney franchises and other popular musical numbers.



Rarity JP: 3

7.2



## Densha de Go! 64

**Developer** Taito  
**Publisher** Taito  
**Release date** (jp) July 30, 1999  
**Genre** Simulation  
**Players** 1 Player

Densha de Go! 64 is a train driving simulation game. Densha de Go! is the only game that works with the special N64 version train driving controller which simulates actual train controls, and one of two games that uses Nintendo 64's "Voice Recognition Unit" or "VRS" as it is known in Japan. Like Hey You, Pikachu!, it is packaged with or without a microphone (called the Engineer's Pak).



Rarity JP: 4

7.0



## Derby Stallion 64

**Developer** Parity Bit  
**Publisher** Media Factory  
**Release date** (jp) August 10, 2001  
**Genre** Racing  
**Players** 1-4 Players

Derby Stallion 64 is a horse racing Nintendo 64 game that is also a business simulation game. The game has nice graphics in that distinctive 64 style. Its can be very compelling for the player to bring up a young foal to eventually win the cup, before being put out to pasture.



Rarity JP: 2





Rarity JP: 4

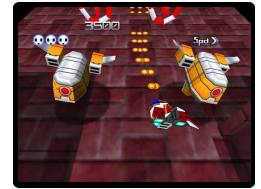
## Dezaemon 3D

Developer	Athena
Publisher	Athena
Release date	(jp) June 26, 1998
Genre	Shooter
Players	1 Player

Dezaemon 3D is more of a game creator than an actual game. While it ships with two games, what really makes the cartridge special is the editor. It is far more than a level editor - players can use it to design their own 3D shooting game. In fact, both games were done with the very same editor.

“mobygames.com”

7.4



Rarity JP: 2

## Doraemon: Nobita to Mittsu no Seireiseki

Developer	Epoch
Publisher	Epoch
Release date	(jp) March 21, 1997
Genre	Adventure, Platformer
Players	1-4 Players

Doraemon: Nobita to Mittsu no Seireiseki is a 3D platform action game. The game is based on the Japanese manga Doraemon.

The game received mixed to negative reviews. The game was mostly criticized for its poor gameplay, and similarities to Super Mario 64 (which was released a year before this game).

7.2



Rarity JP: 3

## Doraemon 2: Nobita to Hikari no Shinden

Developer	Epoch
Publisher	Epoch
Release date	(jp) December 11, 1998
Genre	Adventure, Platformer
Players	1 Player

Doraemon 2: Nobita to Hikari no Shinden (Doraemon 2: Nobita and the Temple of Light) is the second in the Nintendo 64 series, it was preceded by Doraemon: Nobita to Mittsu no Seirei Ishi and followed by Doraemon 3: Nobi Dai no Machi SOS!, all only released in Japan.

6.8





7.6



## Doraemon 3: Nobita no Machi SOS!

**Developer** Epoch  
**Publisher** Epoch  
**Release date** (jp) July 28, 2000  
**Genre** Adventure, Platformer  
**Players** 1 Player

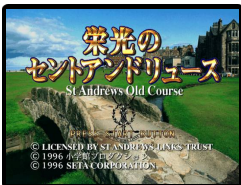
In this game, players can switch between the five playable characters, each one of which has his/her own fighting style and abilities. Doraemon can upgrade himself by collecting various tools that will allow him to breath underwater, to fly, or to ride a winged dragon.

“mobygames.com”



Rarity JP: 4

7.2



## Eiko no Saint Andrews

**Developer** SETA  
**Publisher** SETA  
**Release date** (jp) November 29, 1996  
**Genre** Sports  
**Players** 1-4 Players

Eikō no Saint Andrews is a golf video game for the Nintendo 64 set in the Royal and Ancient Golf Club of St Andrews. It was the first golf game for the Nintendo 64 console. The game was also ported to the PlayStation.

The game make good use of the rich heritage of the course with the buildings and famous bridges well created using the 64s polygon power.

“genkivideogames.com”



Rarity JP: 1

7.0



## Famista 64

**Developer** Namco  
**Publisher** Namco  
**Release date** (jp) November 28, 1997  
**Genre** Sports  
**Players** 1-4 Players

Family Stadium, commonly abbreviated as Famista, is a baseball video game series developed by Namco. The name of the series is a play on Famicom, the Japanese name for the Nintendo Entertainment System. World Stadium is a related Namco series published for non-Nintendo systems, such as arcade, PC Engine, and PlayStation.



Rarity JP: 1





Rarity JP: 4

## Fushigi no Dungeon: Furai no Shiren 2: Oni Shurai! Shiren-jo!

**Developer** Chunsoft  
**Publisher** Chunsoft  
**Release date** (jp) September 27, 2000  
**Genre** Adventure, Role Playing  
**Players** 1-4 Players

This is one of the few role playing games made for the Nintendo 64. The game was an entry in the Mystery Dungeon series, and released only in Japan.

7.9



Rarity JP: 7

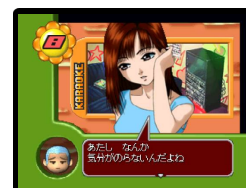
## Getter Love!!

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) December 4, 1998  
**Genre** Simulation  
**Players** 1-4 Players

Getter Love!! is a dating sim where a high school student and his friends are having a competition to see who will get a girlfriend first. Because of that and unlike other dating sim games players will have to face up to three human or CPU players to win the heart of the girl (or girls) they set their eyes on.

“mobygames.com”

6.6



Rarity JP: 4

## Goemon Mononoke Sugoroku

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) December 25, 1999  
**Genre** Board Game, Mini games  
**Players** 1-4 Players

Goemon: Mononoke Sugoroku is based on the Ganbare Goemon series and despite the series' relative popularity in the west for the system, the game was released only in Japan.

The game is based on the Japanese board game Sugoroku, populated with Konami's array of Ganbare Goemon characters.

8.4





7.4



## Hamster Monogatari 64

**Developer** Culture Brain  
**Publisher** Culture Brain  
**Release date** (jp) April 6, 2001  
**Genre** Simulation, Mini games  
**Players** 1 Player

Hamster Monogatari 64 is a Life simulation game developed and published by Culture Brain for the Nintendo 64 in Japan on April 6, 2001.

The task of the game is to raise a hamster. The decisions the player make, how much attention they give it, and a number of other factors, determine what the hamster evolve into.

*"CGRundertow@youtube.com"*



Rarity JP: 4

6.8



## Ide Yosuke no Mahjong Juku

**Developer** SETA  
**Publisher** SETA  
**Release date** (jp) April 21, 2000  
**Genre** Gambling  
**Players** 1 Player

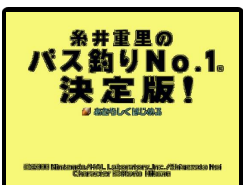
Ide Yosuke no Mahjong Juku is a mahjong game, developed and published by Seta Corporation. It was only ever released in Japan. Information about the game is very scarce.

*"gaming.wikia.com"*



Rarity JP: 4

7.0



## Itoi Shigesato no Bass Tsuru No. 1

**Developer** HAL Laboratory  
**Publisher** Nintendo  
**Release date** (jp) March 31, 2000  
**Genre** Sports  
**Players** 1 Player

Itoi Shigesato no Bass Tsuru No. 1 is a fishing video game released for the Super Famicom. Later, a Definitive Edition was developed and published for N64. A few changes have been made to give players a more in-depth playing experience. As such, support for a tackle-and-reel peripheral has been included to heighten gameplay realism.



Rarity JP: 2





Rarity JP: 1

## J-League Dynamite Soccer 64

Developer	A-Max
Publisher	Imagineer
Release date	(jp) September 5, 1997
Genre	Sports
Players	1-4 Players

J-League Dynamite Soccer 64 is a soccer game, developed by A-Max and published by Imagineer, for the Nintendo 64. It was only ever released in Japan. The game has official licensed players and teams from Japan's J-League.

7.7



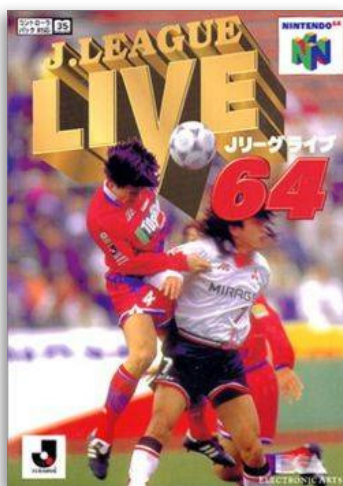
Rarity JP: 1

## J-League Eleven Beat 1997

Developer	Hudson Soft
Publisher	Hudson Soft
Release date	(jp) October 24, 1997
Genre	Sports
Players	1-4 Players

J-League Eleven Beat 1997 is a soccer game for the Nintendo 64. It was only ever released in Japan. It is officially licensed by Japan's J-League. The players have a cartoonish appearance as opposed to J-League Dynamite Soccer 64.

7.7



Rarity JP: 1

## J. League Live 64

Developer	Electronic Arts
Publisher	Electronic Arts
Release date	(jp) March 28, 1997
Genre	Sports
Players	1-4 Players

J. League Live 64 is a soccer game for the Nintendo 64. It was released only in Japan in 1997. The game has officially licensed players and teams from Japan's J. League. The game was developed by EA and published in the west as FIFA Soccer 64.

The game makes good use of crossing - an integral part of any match but often overlooked in games of this genre.

7.4





7.6



## J-League Tactics Soccer

**Developer** ASCII Entertainment  
**Publisher** ASCII Entertainment  
**Release date** (jp) January 15, 1999  
**Genre** Sports  
**Players** 1-4 Players

J-League Tactics Soccer is a soccer game for the Nintendo 64. It was only ever released in Japan. The game contains officially licensed players and teams from the J-League.



Rarity JP: 1

7.1



## Jango Simulation Mahjong-do 64

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) July 25, 1997  
**Genre** Gambling  
**Players** 1 Player

This game play a variant of the Japanese game known as “taisen mahjong” or “battle mahjong.” Here, a single player goes head-to-head against a cartoon character controlled by the software. The game is shortened for faster play, so that each player is only allowed eighteen discards. Scoring is counted as usual. The contest typically ends when one of the opponents’ score reaches zero.



Rarity JP: 4

7.6



## Jikkyo GI Stable

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) April 28, 1999  
**Genre** Sports  
**Players** 1-4 Players

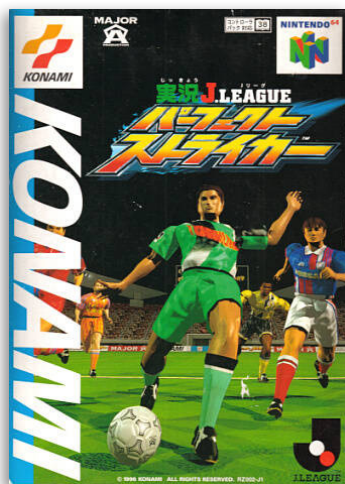
Jikkyō GI Stable is the only horse racing video game for the Nintendo 64. A sequel has been released for the PlayStation 2, Jikkyō GI Stable 2. The game races horse in the G1 group.

The game feature cute graphics used to represent the horses and stable staff and the game is positively gleaming with Konami polish.



Rarity JP: 1





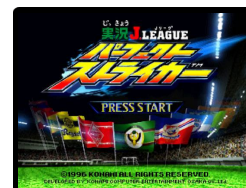
Rarity JP: 1

## Jikkyo J. League: Perfect Striker

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) December 20, 1996  
**Genre** Sports  
**Players** 1-4 Players

International Superstar Soccer 64 was originally released in Japan as Jikkyo J.League Perfect Striker. Later it was adapted as Jikkyo World Soccer 3. The game is a football video game developed by Konami Computer Entertainment Osaka in the International Superstar Soccer series by Konami and released for the Nintendo 64.

7.5



Rarity JP: 1

## Jikkyo Powerful Pro Yakyu 4

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) March 14, 1997  
**Genre** Sports  
**Players** 1-4 Players

Jikkyō Powerful Pro Yakyū, also known simply as Power Pro or Pawapuro to non-Japanese speakers, is a traditionally Japan-only baseball video game series created by Konami. It is known for its big-headed characters, and addictive arcade-style gameplay. It is long running in Japan, starting out in 1994 for the Super Famicom.

This was the first entry in the series when it moved to the N64 platform.

8.0



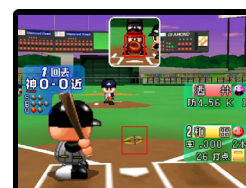
Rarity JP: 1

## Jikkyo Powerful Pro Yakyu 5

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) March 26, 1998  
**Genre** Sports  
**Players** 1-4 Players

Jikkyo Powerful Pro Baseball 5 is the sequel to the Japanese-exclusive baseball game Jikkyo Powerful Pro Baseball 4. This is a series with funny looking characters, and well worth a visit for players who like baseball games.

7.1





7.8



## Jikkyo Powerful Pro Yakyu 6

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) March 25, 1999  
**Genre** Sports  
**Players** 1-4 Players

Jikkyo Powerful Pro Baseball 6 feature the same graphical style that endears itself well to some players. The simple to pick up, trickier to master play mechanics combine old school SNK sports titles with the moves needed to build up a whole dome full of dedicated fans.

*“genkivideogames.com”*



Rarity JP: 1

7.4



## Jikkyo Powerful Pro Yakyu 2000

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) April 29, 2000  
**Genre** Sports  
**Players** 1-4 Players

Jikkyō Powerful Pro Yakyū 2000 is a baseball game developed and published by Konami. It is part of the Jikkyō Powerful Pro Yakyū series. It is compatible with “Power Pro Kun Pocket 2” for the Game Boy Color via the transfer pak.

*“gaming.wikia.com”*



Rarity JP: 1

7.7



## Jikkyo Powerful Pro Yakyu Basic-ban 2001

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) March 29, 2001  
**Genre** Sports  
**Players** 1-4 Players

Jikkyo Powerful Pro Yakyuu Basic-hen 2001 is a cartoon baseball game for the Nintendo 64. It was only ever released in Japan. It was the last game in the Jikkyō Powerful Pro Yakyū series to be released on the Nintendo 64.

*“gaming.wikia.com”*



Rarity JP: 1





Rarity JP: 4

## Jinsei Game 64

Developer	Takara
Publisher	Takara
Release date	(jp) March 19, 1999
Genre	Board Game
Players	1-4 Players

Jinsei Game 64 is a virtual board game based on The Game of Life. The game starts the player out as a kid, going through school, getting a job, and completing a lifetime in about four hours. Whoever has the most money at the end win. The game feature different mini games that includes luck based games and skill based games.

*"CitizenNapoleon@youtube.com"*

6.9



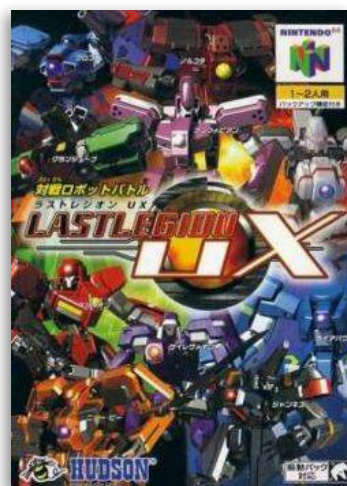
Rarity JP: 5

## Kira tto Kaiketsu! 64 Tanteidan

Developer	Pandora Box
Publisher	Imagineer
Release date	(jp) October 23, 1998
Genre	Adventure, Puzzle
Players	1-4 Players

Kiratto Kaiketsu! 64 Tanteidan (Shining and solving! 64 Detective Club) is a party game developed by Pandora Box and published by Imagineer for the Nintendo 64 in Japan on October 23, 1998.

6.9



Rarity JP: 7

## Last Legion UX

Developer	Yuke's
Publisher	Hudson Soft
Release date	(jp) May 28, 1999
Genre	Fighting
Players	1-2 Players

Last Legion UX is a platform game for the Nintendo 64. It was released only in Japan in 1999. The game plays similar to later PlayStation Armored Core games or Sega Virtual On.

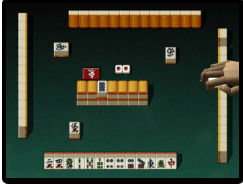
Players can choose from a variety of robot mechs. They can also choose their level of weaponry, and choose the level of shielding that may offer more protection than other types but will slow the mech down.

7.6





7.1



## Mahjong 64

**Developer** Chat Noir  
**Publisher** Koei  
**Release date** (jp) April 4, 1997  
**Genre** Gambling  
**Players** 1 Player

Mahjong 64 is a Taisen Mahjong game. The game was developed by Chat Noir and published by Koei. It was only ever released in Japan.



Rarity JP: 4

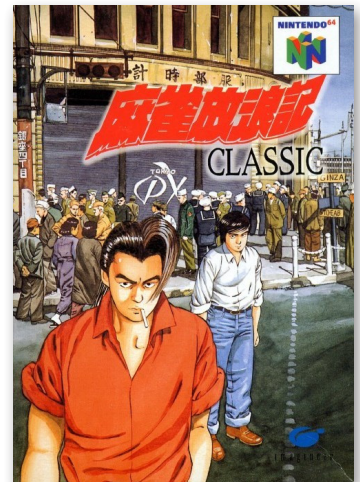
7.0



## Mahjong Horoki Classic

**Developer** Imagineer  
**Publisher** Imagineer  
**Release date** (jp) August 1, 1997  
**Genre** Gambling  
**Players** 1 Player

Mahjong Hōrōki Classic is a Taisen Mahjong game. It was only ever released in Japan.



Rarity JP: 4

7.0



## Mahjong Master

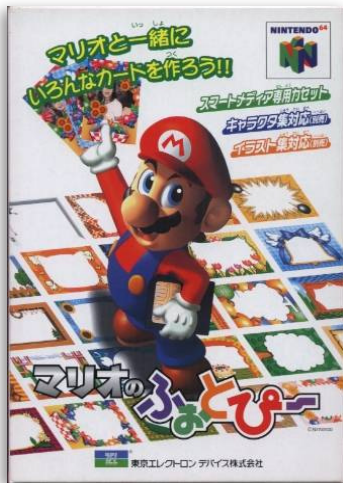
**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) December 20, 1996  
**Genre** Gambling  
**Players** 1 Player

Mahjong Master is a Taisen Mahjong game. It was only ever released in Japan.



Rarity JP: 4





Rarity JP: 6

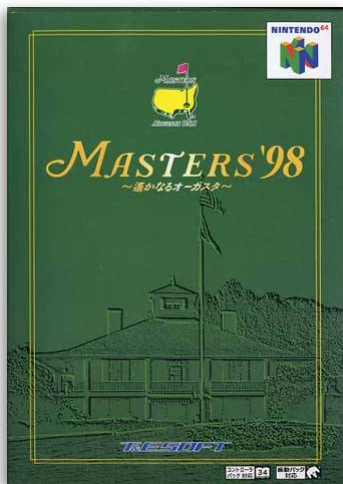
## Mario no Photopi

**Developer** Tokyo Electron  
**Publisher** Tokyo Electron  
**Release date** (jp) December 2, 1998  
**Genre** Puzzle  
**Players** 1 Player

Mario no Photopi is a creativity video game. The game's cartridge has two SmartMedia card slots in the top to import digital photos and other graphics.

Even in Japan, the game is widely unheard of, making it a very popular game amongst collectors, and the fact that it is the only game to use the Smart Media-ready cartridge makes it that much more sought after.

3.6



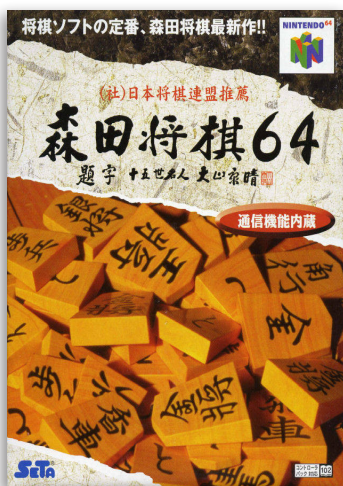
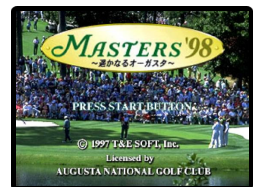
Rarity JP: 4

## Masters '98: Haruka Naru Augusta

**Developer** T&E Soft  
**Publisher** T&E Soft  
**Release date** (jp) December 26, 1997  
**Genre** Sports  
**Players** 1-4 Players

Masters '98: Haruka Naru Augusta was licensed by Augusta National Golf Club and released only in Japan in 1997. It is a continuation of T&E Soft golf series and was followed by the release of Waialae Country Club: True Golf Classics in 1998, although each used much of the same programming engine the locations and courses themselves are completely different.

7.4



Rarity JP: 1

## Morita Shogi 64

**Developer** SETA  
**Publisher** SETA  
**Release date** (jp) April 3, 1998  
**Genre** Board Game  
**Players** 1 Player

Morita Shogi 64 is a Japanese virtual board game for the Nintendo 64. It is the sequel to Saikyō Habu Shōgi, a launch game for the Nintendo 64.

It has a built-in RJ-42 Modem Connection port with which users were able to connect to (now defunct) servers to play against other players all around Japan.

7.0





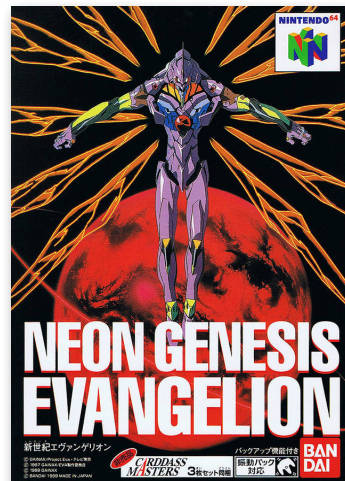
7.6



## Neon Genesis Evangelion

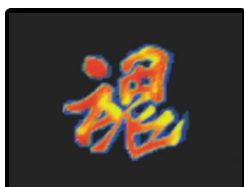
<b>Developer</b>	BEC
<b>Publisher</b>	Bandai
<b>Release date</b>	(jp) June 25, 1999
<b>Genre</b>	Fighting
<b>Players</b>	1-4 Players

Neon Genesis Evangelion was based on the anime series of the same name and the related full feature animated film The End of Evangelion, which was released subsequently to the anime series. The game plays through most of the major battles from both the Evangelion series and End of Evangelion film. Half of the levels are side-scrolling, 3D fighting levels, with the player controlling an Eva, while the other half involve their own styles of play.



Rarity JP: 5

7.3



## New Japan Pro Wrestling: Tohkon Road Brave Spirits

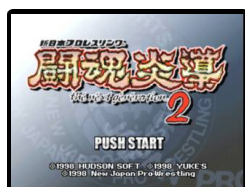
<b>Developer</b>	Yuke's
<b>Publisher</b>	Hudson Soft
<b>Release date</b>	(jp) January 4, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

New Japan Pro Wrestling: Tōhkon Road Brave Spirits is a professional wrestling game. It was created by the same developers that created the WWF Smackdown! series on the PlayStation, and is a licensed product of New Japan Pro Wrestling.



Rarity JP: 2

7.9



## New Japan Pro Wrestling: Tohkon Road Brave Spirits 2, The Next Generation

<b>Developer</b>	Yuke's
<b>Publisher</b>	Hudson Soft
<b>Release date</b>	(jp) December 26, 1998
<b>Genre</b>	Sports
<b>Players</b>	1-4 Players

Shin Nippon Pro Wrestling: Toukon Road 2 - The Next Generation is a Japanese pro wrestling game and the sequel to New Japan Pro Wrestling: Tōhkon Road Brave Spirits.



Rarity JP: 3





Rarity JP: 5

## Nintama Rantarō 64 Game Gallery

**Developer** Culture Brain  
**Publisher** Culture Brain  
**Release date** (jp) April 21, 2000  
**Genre** Puzzle  
**Players** 1-4 Players

Nintama Rantarō is a series of video games, which were published exclusively in Japan. This entry in the series is a collection of different puzzles.



Rarity JP: 4

## Nushi Tsuru 64

**Developer** Pack-In-Video  
**Publisher** Pack-In-Video  
**Release date** (jp) November 27, 1998  
**Genre** Sports  
**Players** 1 Player

Nushi Tsuru 64 is a fishing video game. There are six characters from which players can choose from before they start the game. Like in most role-playing games, the town can be freely explored in addition to other towns. The stuff that be purchased is mostly fishing-related. Random encounters can occur while walking; players can choose to throw rocks to chase them away or run across a path in order to reach safety.

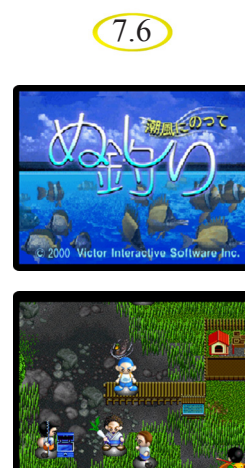


Rarity JP: 7

## Nushi Tsuru 64: Shiokaze ni Notte

**Developer** VIS Interactive  
**Publisher** VIS Interactive  
**Release date** (jp) May 26, 2000  
**Genre** Sports  
**Players** 1 Player

Like the predecessor, this ecological tale from the Japanese development VIS lets players choose from four different characters, each with a slightly different quest. The setting has changed to a tropical island, but the basic idea is the same: explore the world, solve small side quests, collect insects, catch and catalogue fish, sell them for money, buy new fishing equipment, and so on.





7.5

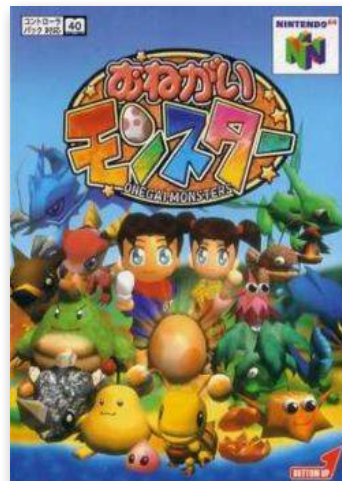


## Onegai Monster

**Developer** Bottom Up  
**Publisher** Bottom Up  
**Release date** (jp) April 9, 1999  
**Genre** Strategy  
**Players** 1-4 Players

Onegai Monster is a strategy game for the Nintendo 64. Originally dubbed a “Pokémon clone”, it is in fact closer to games such as Digimon World or Monster Rancher for the PlayStation.

The game is a 3D RPG in which the player character is a child who starts a journey to become a monster breeder. After receiving and hatching an egg, the player walks around the world and raising monsters.



Rarity JP: 5

8.7



## Pachinko 365 Nichi

**Developer** SETA  
**Publisher** SETA  
**Release date** (jp) May 29, 1998  
**Genre** Gambling  
**Players** 1-2 Players

Pachinko 365 Nichi is a virtual pachinko video game. The game feature 3 game modes. A 2-Player mode, a career mode, and a free play mode which lets players select from the 5 machines available in this game. Each machine has wealth of option. This is also the only Pachinko game on the N64 to feature a 2 player mode.

*“Vekoma64@s9.zetaboards.com”*



Rarity JP: 4

7.0



## Parlor! Pro 64: Pachinko Jikki Simulation

**Developer** Nihon Telenet  
**Publisher** Nihon Telenet  
**Release date** (jp) January 29, 1999  
**Genre** Gambling  
**Players** 1 Player

This may be seen as the hardest of all the Pachinko games on the N64. The main menu has a career mode, quick play, options menu and a mix of quick play and career mode. The game has 3 tables which are available from the start.

*“Vekoma64@s9.zetaboards.com”*



Rarity JP: 4





Rarity JP: 4

## PD Ultraman Battle Collection 64

**Developer** Bandai  
**Publisher** Bandai  
**Release date** (jp) July 16, 1999  
**Genre** Strategy, Role Playing  
**Players** 1 Player

PD Ultraman Battle Collection 64 is a role playing game based on the Japanese super hero Ultraman. PD Ultraman Battle Collection 64 is one of the few Nintendo 64 games to make use of the transfer pak, the game can be connected with any Game Boy game to create a character in PD Ultraman Battle Collection 64 from the Game Boy game's data, similarly to Monster Rancher.

7.7



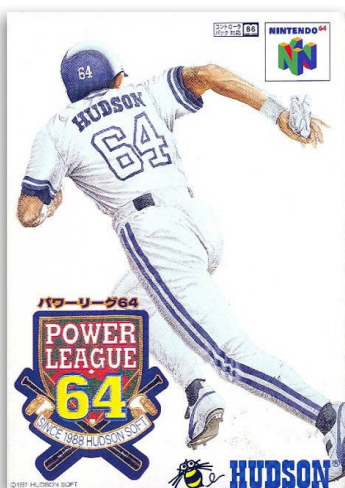
Rarity JP: 3

## Pocket Monster Stadium

**Developer** Nintendo  
**Publisher** Nintendo  
**Release date** (jp) August 1, 1998  
**Genre** Battle, Strategy  
**Players** 1-2 Players

The original Pocket Monsters' Stadium featured only 42 Pokémon available for battle, instead of the full 151 Pokémon from the Game Boy versions. The remaining Pokémon were viewable in a Pokédex, but the models lacked the required animations for battle. This version was not released outside of Japan, and as such the numbering of the subsequent 2 is ahead of the North America releases.

7.0



Rarity JP: 2

## Power League 64

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) August 8, 1997  
**Genre** Sports  
**Players** 1-4 Players

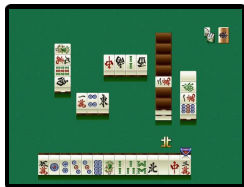
This is a Japanese-only baseball game from Hudson, and was the only Power League game for the N64. The game was released in 1997 and feature multiplayer.

7.3





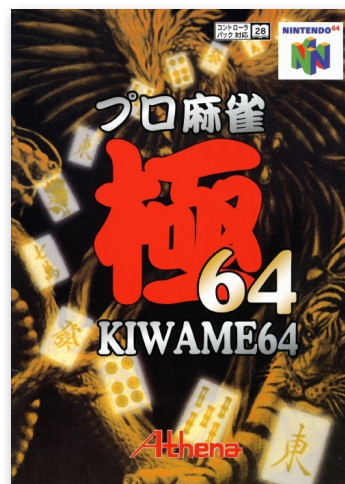
7.3



## Pro Mahjong Kiwame 64

Developer	Athena
Publisher	Athena
Release date	(jp) November 21, 1997
Genre	Gambling
Players	1 Player

Pro Mahjong Kiwame 64 is a Taisen Mahjong. The game was developed and published by Athena for the Nintendo 64 in Japan on November 21, 1997.



Rarity JP: 4

7.1



## Pro Shinan Mahjong Tsuwamono 64: Janso Battle ni Chosen

Developer	Culture Brain
Publisher	Culture Brain
Release date	(jp) November 5, 1999
Genre	Gambling
Players	1 Player

Instead of being another Taisen Mahjong, Pro Shinan Mahjong Tsuwamono 64: Jansō Battle ni Chōsen is a 4-player Classic Mahjong.



Rarity JP: 4

7.8



## Puyo Puyo Sun 64

Developer	Compile
Publisher	Compile
Release date	(jp) October 31, 1997
Genre	Puzzle
Players	1-4 Players

Puyo Puyo SUN is the third installment of the Puyo Puyo games series, and the sequel to Puyo Puyo Tsu, made in 1996 by Compile. After the highly acclaimed success of its predecessor, Compile took a slightly more retro approach, so players had a more original feel to the game over that of Tsu.

Though Puyo Puyo SUN 64 was the least favourite among the series, it proved to be highly successful.



Rarity JP: 1





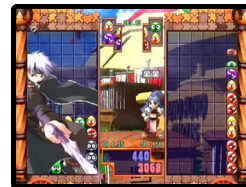
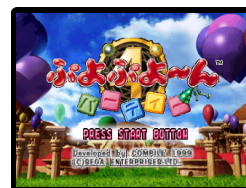
Rarity JP: 5

## Puyo Puyo~n Party

Developer	Compile
Publisher	Compile
Release date	(jp) December 3, 1999
Genre	Puzzle
Players	1-4 Players

Puyo Puyo~n is the fourth installment of the Puyo Puyo puzzle game series. Like many of the Puyo Puyo games, it was never officially released outside of Japan. The title of Puyo Puyo~n comes from the Japanese word yon (meaning four), signifying the fourth game in the series. Plans were made for a 64DD version entitled Puyo Puyo~n 64, but it was later cancelled.

7.7



Rarity JP: 4

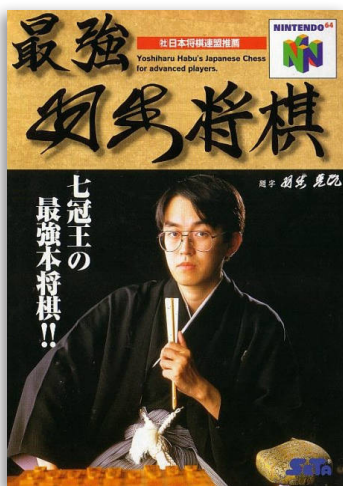
## Robot Ponkottsu 64: Nanatsu no Umi no Caramel

Developer	Red Company
Publisher	Hudson Soft
Release date	(jp) December 24, 1999
Genre	Strategy, Role Playing
Players	1-4 Players

Robopon is a series of RPGs produced by Hudson Soft and Red Entertainment. Three games in total have been released; three distinct versions for the first, Sun, Star, and Moon (released on the GBC), while the second had Ring and Cross (released on the GBA). This is the single-version game, Robopon 64, for the N64.

“[tvtropes.org](http://tvtropes.org)”

7.6



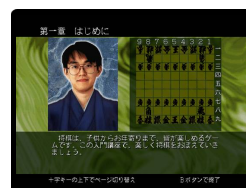
Rarity JP: 2

## Saikyo Habu Shogi

Developer	SETA
Publisher	SETA
Release date	(jp) June 23, 1996
Genre	Board Game
Players	1 Player

Saikyō Habu Shōgi is a Japanese virtual board game. It was released exclusively in Japan as one of the Nintendo 64's three Japanese launch games alongside Super Mario 64 and Pilotwings 64. The game's “special guest” is the shogi player Yoshiharu Habu, who won all seven major shogi championships the year of the game's release. Sales were not high, with only about one copy accompanying every one hundred consoles sold at the system launch.

5.6





7.8



## SD Hiryu no Ken Densetsu

**Developer** Culture Brain  
**Publisher** Culture Brain  
**Release date** (jp) January 29, 1999  
**Genre** Fighting  
**Players** 1-4 Players

SD Hiryū no Ken Densetsu is an updated version of the game, Flying Dragon. The game add more characters (such as Jack, Ryu, and Gofire from the Super Chinese series), items and a new gameplay mode. It also removed the more realistic “Virtual Mode”, favoring the super deformed “Quest Mode”.



Rarity JP: 5

7.1



## SimCity 2000

**Developer** Genki  
**Publisher** Imagineer  
**Release date** (jp) January 30, 1998  
**Genre** Simulation  
**Players** 1 Player

SimCity 2000 is a city-building simulation video game first released for Apple Macintosh Operating System. The N64 version featured some additional features, mainly mini-games, a dating game, TV to replace the newspaper, horse races and monster breeding, among others, all of them in 3D. A few new “natural” disasters were also included, most of them being giant monster attacks (players were able to use their monster to fight against them).



Rarity JP: 2

8.2



## Sin and Punishment

**Developer** Treasure  
**Publisher** Nintendo  
**Release date** (jp) November 21, 2000  
**Genre** 3D Rail Shooter  
**Players** 1-4 Players

Sin and Punishment is a 3D Cabal-styled shooter with scrolling. Progress through the levels is automatic; the player's job is to aim and fire at enemies, sidestep, roll, jump, or double-jump to avoid attacks and obstacles.

The game received generally positive reception from Western critics upon its release. IGN gave the title 9.0 out of 10, while GameSpot ranked the original Nintendo 64 version a 7.1 out of 10.



Rarity JP: 5





Rarity JP: 3

## Super B-Daman: Battle Phoenix 64

**Developer** Hudson Soft  
**Publisher** Hudson Soft  
**Release date** (jp) July 24, 1998  
**Genre** Mini Games  
**Players** 1-4 Players

Super B-Daman: Battle Phoenix 64 is based on the Japanese manga series Super B-Daman, itself based on the toy line B-Daman. Those toys are shaped like humans and kick marbles around. This is also the content of this game adaption. It basically consists of various mini games which all have the goal to hit various things with the marbles.

8.2



Rarity JP: 5

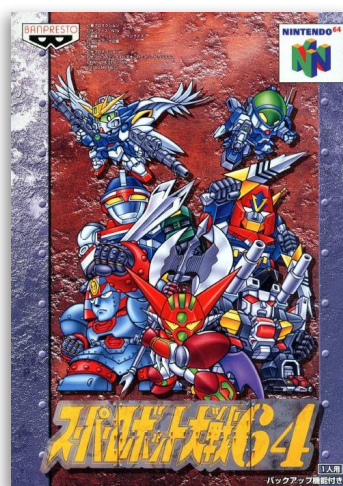
## Super Robot Spirits

**Developer** Banpresto  
**Publisher** Banpresto  
**Release date** (jp) July 17, 1998  
**Genre** Fighting  
**Players** 1 Player

Super Robot Spirits is a one-against-one fighting game featuring big robots from the Super Robot Wars game series and anime TV series. The selectable characters are the protagonists' mecha from the series Daitarn 3, Dancougar, G Gundam, Dunbine, Xabungle and Voltes V plus the R-1 from Shin Super Robot Taisen. By meeting certain conditions while playing, three more characters can be unlocked.

*"mobygames.com"*

7.3



Rarity JP: 5

## Super Robot Wars 64

**Developer** Banpresto  
**Publisher** Banpresto  
**Release date** (jp) October 29, 1999  
**Genre** Strategy, Role Playing  
**Players** 1 Player

The basic concept remains unchanged in this N64 installment of the series - it's a turned based strategy game where the player commands robots and pilots from various Japanese shows, for example Dancouga and different Gundam series, as well as Banpresto originals. Newly introduced are Six God Combination Godmars, Giant Robo and Mobile Suit Gundam: The 08th MS Team.

*"mobygames.com"*

8.2





8.2



## Susume! Taisen Puzzle Dama: Tokon! Marutama Cho

**Developer** Konami  
**Publisher** Konami  
**Release date** (jp) March 26, 1998  
**Genre** Puzzle  
**Players** 1-4 Players

Susume! Taisen Puzzle Dama: Tōkon! Marutama Chō is a collection of three games: A falling block puzzle with similarities to Puyo Puyo. The second puzzle game is a tile matching game with similarities to Tetris Attack. The third game is a bowling variant. Here the player just sets the speed and direction of the bowling ball.

*"mobygames.com"*



Rarity JP: 6

7.0



## Tamagotchi 64: Minna de Tamagotchi World

**Developer** Bandai  
**Publisher** Bandai  
**Release date** (jp) December 19, 1997  
**Genre** Board Game  
**Players** 1-4 Players

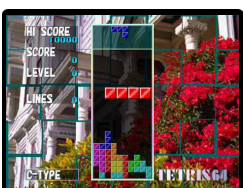
Tamagotchi 64 resembles a play board and requires players to care for their characters at each turn, and occasionally play minigames with the other players. The winning player's Tamagotchi evolves into a special character only available in the game, with a total possible 59 characters to obtain.

*"tamagotchi.wikia.com"*



Rarity JP: 3

6.9



## Tetris 64

**Developer** Amtex  
**Publisher** SETA  
**Release date** (jp) November 13, 1998  
**Genre** Puzzle  
**Players** 1-4 Players

Tetris 64 is a puzzle game released only in Japan despite the whole game being in English. It is the only Nintendo 64 game that can make use of the Nintendo 64's bio sensor which was included with the game.

The game was praised for its multiplayer mode, which at the time was the only Nintendo 64 Tetris game which allowed 4 player mode, while most puzzle games still had not made the step into the four-player arena.



Rarity JP: 3





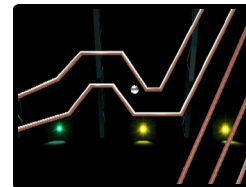
Rarity JP: 2

## Ucchan Nanchan no Hono no Challenge: Denryū Ira Ira Bo

**Developer** Yuke's  
**Publisher** Hudson Soft  
**Release date** (jp) December 19, 1997  
**Genre** Game Show  
**Players** 1-2 Players

Ucchan Nanchan no Honō no Challenge: Denryū Ira Ira Bō follows the same playing principle as the mechanical wire loop game. In this variant, the player has to guide a ball through six courses which basically consist of narrow ways with curves and obstacles. The player is not allowed to touch anything and has to solve the course within a time limit.

6.1



Rarity JP: 2

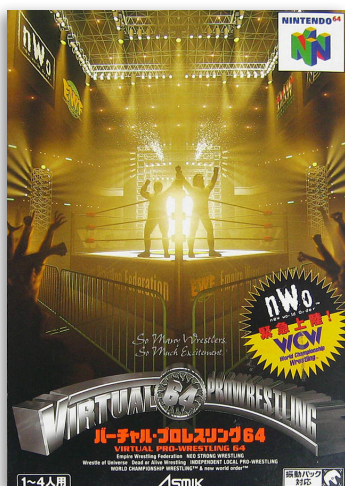
## Virtual Pro Wrestling 2: Odo Keisho

**Developer** AKI  
**Publisher** Asmik Ace  
**Release date** (jp) January 28, 2000  
**Genre** Sports  
**Players** 1-4 Players

Virtual Pro Wrestling 2: Ōdō Keishō is a professional wrestling video game and the sequel to 1997's Virtual Pro Wrestling 64.

The game features the same engine as WWF WrestleMania 2000 but the two titles otherwise differ considerably and feature entirely different rosters.

8.8



Rarity JP: 2

## Virtual Pro Wrestling 64

**Developer** AKI  
**Publisher** Asmik Ace  
**Release date** (jp) December 19, 1997  
**Genre** Sports  
**Players** 1-4 Players

Virtual Pro Wrestling 64 is the second game in the Virtual Pro Wrestling series. The game uses a slightly remodeled version of WCW vs. nWo: World Tour's engine. The game features wrestlers from WCW, but also includes generic renditions of wrestlers from major Japanese promotions such as New Japan Pro Wrestling and All Japan Pro Wrestling a feature that would continue following the release of the sequel Virtual Pro Wrestling 2.

8.3





8.2



## Wonder Project J2: Corlo no Mori no Josette

**Developer** Givro  
**Publisher** Enix  
**Release date** (jp) November 22, 1996  
**Genre** Strategy, Role Playing  
**Players** 1 Player

Wonder Project J2: Corlo no Mori no Josette is a Japan-exclusive Bishōjo and raising simulation game. It is the sequel to Wonder Project J: Kikai no Shōnen Pīno, and was packaged with a game themed Controller Pak.

In 2007, an English fan translation was made public in the form of a patch to be used on a ROM image of Wonder Project J2 for Nintendo 64 emulation.



Rarity JP: 2

8.1



## Yakochu II: Satsujin Koro

**Developer** Athena  
**Publisher** Athena  
**Release date** (jp) October 22, 1999  
**Genre** Adventure  
**Players** 1 Player

Yakōchū II: Satsujin Kōro is the sequel to the text-adventure game, Yakōchū, released for the Super Famicom in 1995. Yakōchū GB was also released in 1999 for the Game Boy Color.

The story of Yakōchū II takes place at sea. After a ship has been attacked, players must investigate what happened.



Rarity JP: 3

7.1



## Zool: Maju Tsukai Densetsu

**Developer** Pandora Box  
**Publisher** Imagineer  
**Release date** (jp) June 11, 1999  
**Genre** Battle, Strategy  
**Players** 1 Player

Zoor: Majū Tsukai Densetsu is a role-playing video game. The gameplay is similar to Pokémon in that it shares the same concept of catching monsters. The character finds a monster and raises it to battle evil. The towns are presented in a top down view. The houses, inns, bars, dungeons and shops are fixed points players can put a cursor over. The battle system features a bar of musical notes that the player uses to command the monsters.



Rarity JP: 5



# 64DD

*“a short wikipedia introduction”*

The 64DD, colloquially referred to as the Nintendo 64DD, is a magnetic disk drive peripheral for the Nintendo 64 game console developed by Nintendo. It was originally announced in 1995, prior to the Nintendo 64's 1996 launch, and after numerous delays was finally released only in Japan on December 1, 1999. Only ten pieces of software were released until the unit was discontinued in February 2001. It was a commercial failure, with an estimated 15,000 total units sold.

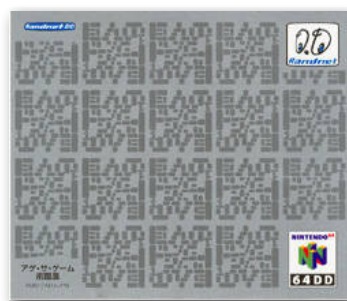
In 1994, during the Nintendo 64's development phase, Nintendo had explored the possibility of complementing the cartridge format with the CD-ROM format. The company also explored the forging of an early online strategy with Netscape, whose founding management had recently come directly from SGI, the company which had designed the core Nintendo 64 hardware. Nintendo retained the core impetus of these ideas, but would drastically alter both plans over the following years, for a different storage technology strategy and a different online software and service partner.



The 64DD was first announced at Nintendo's 1995 Shoshinkai trade show, at which time Nintendo said it would launch by the end of 1996. Nicknamed “Bulky Drive”, its first public appearance was at the 1996 Shoshinkai show, from November 22 to 24. There, Nintendo of America Chairman Howard Lincoln stated that the prototype had received its finalized hardware specifications and sported its own show booth.

The 64DD was launched on December 1, 1999 in Japan, as a package called the Randnet Starter Kit which includes six games bimonthly through the mail, and a year of Internet service. Anticipating that its long-planned peripheral would become a commercial failure, Nintendo initially sold the Randnet Starter Kit via mail order. Later, very limited quantities of the standalone 64DD and games were made available through stores.

As a result, the 64DD and Randnet were discontinued on February 2001. Only nine official disks, including three third-party games and one Internet application suite were released for it. Most 64DD games were either released as cartridge-based Nintendo 64 games as cartridge storage sizes had increased, ported to other consoles such as Nintendo's next-generation GameCube console, or cancelled entirely.



## Doshin the Giant

<b>Developer</b>	Param
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) December 11, 1999
<b>Genre</b>	God game
<b>Players</b>	1 Player

Doshin the Giant is a god simulation game originally released as a launch title for the 64DD, and later remade for the GameCube.

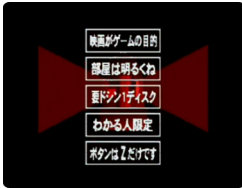
As a god game, Doshin the Giant's gameplay revolves around typical god-like abilities and tasks, such as altering the geography, managing natural disasters or answering prayers from simulated worshippers. Its designer Kazutoshi Iida has described it as “Populous meets Mario”.

7.0





8.2



## Doshin the Giant: Tinkling Toddler Liberation Front! Assemble!

**Developer** Param  
**Publisher** Nintendo  
**Release date** (jp) May 17, 2000  
**Genre** Puzzle  
**Players** 1 Player

Kyojin no Doshin Kaihō Sensen Chibikko Chikko Daishūgō is an expansion to the original. It requires the original 64DD version of Doshin the Giant to operate. The game takes a very different perspective of the game, featuring short animated clips that the player can unlock after playing the original game.



8.9



## F-Zero X Expansion Kit

**Developer** Nintendo EAD  
**Publisher** Nintendo  
**Release date** (jp) April 21, 2000  
**Genre** Racing  
**Players** 1-4 Players

F-Zero X Expansion Kit will only operate in conjunction with the cartridge of the original game. However, all of F-Zero X's regular features are accessible in addition to twelve new tracks, a car editor and a track creator. As the Expansion Kit benefits from a larger amount of storage on disk when compared to the original cartridge version, it includes new soundtracks in stereophonic sound as well as the entire collection of monaural audio tracks from the original game.



7.5



## Japan Pro Golf Tour 64

**Developer** Media Factory  
**Publisher** SETA Corporation  
**Release date** (jp) May 2, 2000  
**Genre** Sports  
**Players** 1-4 Players

This rare disk is best-known for being the only title for the system to offer a form of online play. The game features six gameplay modes, polygonal graphics, and a player editor. One or two players can compete in Match Play mode while up to four can compete for the best score in the 18-hole Stroke Player mode. The game also sports a Grand Opening Mode, a Career Mode, Qualifying Tournament and Network Opening.

*"nintendo.wikia.com"*







## Mario Artist: Communication Kit

<b>Developer</b>	Nintendo EAD
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) June 29, 2000
<b>Genre</b>	Creative
<b>Players</b>	1 Player

Mario Artist is a suite of four interoperable Nintendo 64 software titles, all developed explicitly to showcase the features of the 64DD peripheral.

Communication Kit allowed users to connect to the now-defunct Randnet's "Net Studio". There, it was possible to share creations made with Paint Studio, Talent Studio, or Polygon Studio, with other Randnet members.

9.0



## Mario Artist: Paint Studio

<b>Developer</b>	Nintendo EAD
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) December 11, 1999
<b>Genre</b>	Creative
<b>Players</b>	1 Player

Mario Artist: Paint Studio is a Mario-themed paint program. The user has a variety of brush sizes, textures, and stamps, with which to paint, draw, spray, sketch, and animate. The stock Nintendo-themed graphics include Rare's Nintendo 64 characters and all 151 Red- and Blue-era Pokémon. Paint Studio has been described as the "direct follow-up" and "spiritual successor" to the SNES Mario Paint, and as akin to an Photoshop for kids.

9.0



## Mario Artist: Polygon Studio

<b>Developer</b>	Nintendo R&D 1
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) August 29, 2000
<b>Genre</b>	Creative
<b>Players</b>	1 Player

Mario Artist: Polygon Studio is a 3D computer graphics editor that lets the user design and render 3D polygon images with a simple level of detail.

The idea of minigames was popularized generally during the Nintendo 64's fifth generation of video game consoles, and some early minigames appear in Polygon Studio in the style that would later be used in the WarioWare series of games.

9.4





8.2



## Mario Artist: Talent Studio

<b>Developer</b>	Nintendo R&D1
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) February 23, 2000
<b>Genre</b>	Creative
<b>Players</b>	1 Player

Mario Artist: Talent Studio is bundled with the Nintendo 64 Capture Cartridge. The game is a simple animation production studio which lets the user insert captured images such as human faces onto 3D models which had been made with Polygon Studio, dress up the models from an assortment of hundreds of clothes and accessories, and then animate the models with sound, music, and special effects.



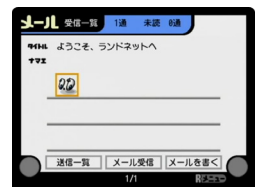
7.9



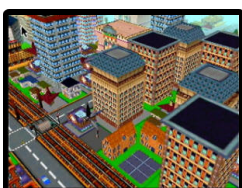
## Randnet Disk

<b>Developer</b>	Randnet
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) February 23, 2000
<b>Genre</b>	Software
<b>Players</b>	1 Player

The Randnet Disk was included with the N64 Randnet Starter Kit to allow access to the Randnet network. The software was used to sign up for the Randnet service and connect to the Randnet network which was a communication software that allowed users to manage contacts, e-mail, chat with other users, browse the web, etc but its main purpose was to allow users to connect and play games on the net.



8.2



## SimCity 64

<b>Developer</b>	HAL Laboratory
<b>Publisher</b>	Nintendo
<b>Release date</b>	(jp) February 23, 2000
<b>Genre</b>	Simulation
<b>Players</b>	1 Player

SimCity 64 may have been intended as a sequel to Nintendo's SNES release of the original 1991 SimCity, given several elements from the SNES version are found in SimCity 64, including Dr. Wright, the city advisor. Although general gameplay in SimCity 64 is much like SimCity 2000, the game's graphical textures and building tilesets are considerably different.





# Special Edition

*"finngamer.webs.com"*

These are games that came in Special Edition versions with added bonus stuff.

## Choro Q 64



Released Japan

This version came with an assemblable toy car.

## Legend of Zelda: Majora's Mask - Collector's Edition



Released USA

This version had a hologram cartridge.

## Legend of Zelda: Majora's Mask - Limited Edition Adventure Set



Released EUR

Limited to 1000 pcs, this limited edition came with a T-shirt, watch, soundtrack CD, poster, sticker, and 2 pin badges.

## World Driver



Released USA

This version came with a T-shirt.

## Legend of Zelda: Ocarina of Time - Collector's Edition



Released USA, AUS

This version had a Gold Cartridge.

## Rampage 2: Universal Tour



Released USA

This version came with one of three possible plush keychains.

## Rampage 2: Universal Tour



Released USA

This version came with a with T-shirt.



## Tarzan



Released USA

This version came with figurines.

## Extreme-G



Released USA

This version came with a CD.

## Gauntlet Legends



Released USA

This version came with miniature figures.

## Turok 2: Seeds of Evil



Released UK

This version came with a CD.

# Peripheral Bundles

*"finngamer.webs.com"*

These are games that came with different peripherals.

## Rumble Pak



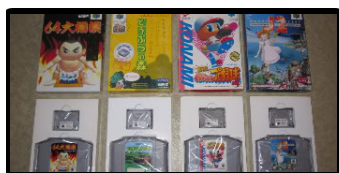
Bundled with (EU) Lylat Wars, (US) Star Fox 64, (JP) Star Fox 64.

## Expansion Pak



Bundled with (EU) Donkey Kong 64, (US) Donkey Kong 64, (JA) Donkey Kong 64, (JA) Perfect Dark, (JA) Legend of Zelda: Majora's Mask.

## Controller Pak



Bundled with (JP) Wonder Project J2, 64 Oozumou (special version), Doubutsu no Mori, Jikkou Powerful Pro Yakyuu 4. The games also had custom labels for the Paks.

## Transfer Pak & Voice Recognition



The Transfer Pak came with (EU) Pokémon Stadium, (US) Pokémon Stadium, (JP) Pocket Monsters Stadium.

The Voice Recognition Unit microphone came with (US) Hey You, Pikachu!, (JA) Pikachu Genki Dechu, (JA) Densha de Go!! 64 Driver Pack.



# Cancelled/Unreleased Games

*"nesworld.com"*

As any console, Nintendo 64 also had several cancelled games. The following pages consist of some of the games that was cancelled for the system. Some of the games were cancelled in various degree of completion, and some was more or less playable when cancelled.

I used nesworld.com for information on these games. For more indept information on these games or other, please visit "THE NINTENDO64 (N64) UNRELEASED GAMES LIST" on nesworld.com.

## Aquaria

**Developer** Lobotomy Software

Lobotomy's first N64 project was called Aquaria, a game that played much like Nights Underwater - but in 3D, as they described it. At the time they were in the process of becoming a licensed N64 developer. Nothing ever came of the plans to release Aquaria, it might never have gotten further than a design idea.

## Birdie

**Developer** Codemasters

A concept that made it to demo stage, but was probably never meant to go into production.

Video Game artist veteran, Paul Reeves, has made the following quote about Birdie:

"Myself and the other 5 Micro Machine 64 team members, 2 artists and 4 coders, for our following project, developed a small batch of concept designs; two of these actually involved playable demos. One being a crazy golf game called Birdie, and a futuristic Pong style game called, Jetball."

## Grand Theft Auto 64

**Developer** Rockstar

**Publisher** Take 2

Grand Theft Auto 64 was a cancelled Grand Theft Auto game for the Nintendo 64. Originally it was going to be a PlayStation port for the Nintendo 64 but was cancelled before being shown to the public. It was, supposedly, a port of the original Grand Theft Auto 1 game with enhanced graphics, as well as added levels and characteristics.

*"gta.wikia.com"*

## Carnivalé: Cenzo's Adventure

**Developer** TerraGlyph Interactive

**Publisher** Vatical Entertainment

Carnival was to be a game based on a cartoon by the same name. The game would be a mix of adventure and racing, with the player playing as Chenzo from the movie. The game was initially showcased at E3 back in 1999, however it was very incomplete then and didn't provide a whole lot of details.

Later, Vatical pulled the plug on Carnival due to TerraGlyph probably not being able to complete the game. TerraGlyph got into financial trouble in 2001 and shortly after closed its doors.



## Deadly Honor

**Publisher** TecMagik

Announced early in the Nintendo64 lifespan, TecMagik was going to release a game called Deadly Honor, an action game starring no other than Steven Segal.

TecMagik was originally working on a Steven Segal game for the SNES, called The Final Option, but it was delayed and finally canned. Work then began on the new N64 title and it's PlayStation counter part, but neither got released.

Unfortunately no information about the game seems to exist, no press material seems to have ever been released, so the game could've been canned even before development began.



## Nightmare Creatures II

**Developer** Rockstar  
**Publisher** Take 2

Shortly after the PlayStation version of Nightmare Creatures was ported to the Nintendo64, the team at Kalisto began gathering interest for a sequel and Activision accepted. The PS2 version of Nightmare Creatures 2 was set to be released October 31 - 1999, but then slipped to "early 2000" before landing a late 2000 release date. The development of the Nintendo64 hadn't even started late 1999. Activision supposedly wasn't too happy with the sale of Nightmare Creatures for the Nintendo64 and late 1999 they were still evaluating whether to make the sequel appear on the N64 or not.

IGN attempted to contact Activision late 1999 for a comment on the N64 version, but no further updates were made about the game on their site.

## Super Mario 64 2

**Publisher** Nintendo

Super Mario 64 2 was the tentative title for a Mario game in development that was going to be the direct sequel to Super Mario 64 intended for release in 1999. It was going to be for the Nintendo 64DD, but was cancelled early in production due to lack of progress and commercial failure of the 64DD add-on. Only one demo level was ever made, and was never publicly revealed. It is possible that some concepts of this game were included in Super Mario 64 DS. It is also possible that Super Mario Sunshine, Super Mario Galaxy, or Super Mario Galaxy 2 could have elements salvaged the development of Super Mario 64 2, according to Nintendo during an E3 event. Had it been released then this would have been the first time a 3D Mario platformer would have received a direct sequel, predating Super Mario Galaxy 2, and be the first Mario game on a disk format.

Luigi was also set to appear in this game, it can be assumed that he would have been playable, as Shigeru Miyamoto had planned to make Super Mario 64 2 multiplayer – in fact, the first playable demo level was multiplayer. Miyamoto also had stated (while still in the process of making the game) that he was thinking of releasing the game on an entirely new gaming system. It is also unknown what Power-Ups, if any, were going to appear in the game. While it is cancelled, some people believe that it is the prototype disk "Super Mario 64 Disk Version."

"mariowiki.com"

## Twelve Tales: Conker 64

**Developer** Rareware  
**Publisher** Nintendo

Twelve Tales: Conker 64 (known in the PAL regions as Twelve Tales Conker) was going to be released for the Nintendo 64. First announced as Conker's Quest at E3 1997, the game would have followed the all ages environment of Conker's Pocket Tales, a handheld title released during its prolonged development cycle.

Before the game could be finished, Rare had already made similar games that had already achieved general acclaim, most notably Banjo-Kazooie and Diddy Kong Racing. The developers began to receive criticism for creating another innocent platformer starring cute and friendly animals. In 1999, Rareware revealed that they were going to entirely redesign the game to appeal to an older audience.

While it was first believed to be an April Fool's joke, the game went unreleased and replaced with Conker's Bad Fur Day in 2001. The game released in its stead was rated "M" and gave Conker's world a more adult tone, with perverted characters, a more mature Berri (both in personality and appearance), and a lead squirrel who is now an alcoholic. Some assets were kept from the original version such as the flowers in the Hungover chapter, the scarecrow and the Windmill, but for the most part the game was completely different. Most of the music appears to be scrapped except some tracks in Conker's Pocket Tales (such as the mini-game track, which was then reused for the Fire Imps before The Big Big Guy), as well as the theme for a Roman-themed world was used as the theme song for Jet Force Gemini.

"conker.wikia.com"

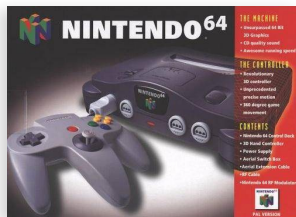




# System Packages

These pages include some of the different packages and color variants the N64 went through. The standard Nintendo 64 is dark gray, nearly black, and the controller is light gray. Various color variations and special editions were released.

I include a rarity on each console, though, this rarity is taken from the youtube person “Nintendo Collecting”, and this is his own opinion. The rarity is set as a boxed version of the console.



EU: Mar 1, 1997



US: Sep 29, 1996



KO: 1997



JP: June 23, 1996

## Standard N64

Regions All  
Rarity 1



This is the basic set. It was the first introduced and came with the dark gray console and one controller.

Included in the basic set was the console, a controller, composite RCA cables, power adaptor, Jumper Pak, and manuals.

## Standard N64 Bundles/Value Paks

Not long after the release of the basic pack a whole range of different limited edition and value packs were available. The value packs often came with different artwork on the box, and included games and different controllers. This is a selection of the different value packs released with the basic set console included. Note that not all bundles and variations are listed here. Also, the country code are set for the box art. Value packs may be released in other countries as well.

The Limited Edition Star Wars bundle, available during the time of the release of the film Star Wars Episode I: The Phantom Menace, came bundled with Star Wars Episode I: Racer and a standard gray console.

In the United Kingdom there was a limited edition GoldenEye 007 console pack which came with a standard gray console and a copy of GoldenEye.

A Toys R Us bundle came as a limited edition with an extreme green controller. Another Toys R Us bundle came with a gold controller instead.

For more on the different versions released, please visit: <http://s9.zetaboards.com>



US: Limited. E. Wal-mart :



Star Wars E.1 Limited E.



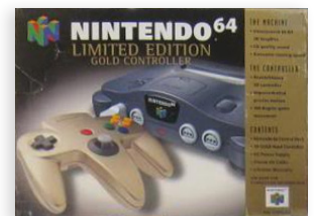
US: Limited. E. Toys R Us



US: Bonus Bucks Promo



US: Limited. E. Toys



AU: L. Edition Gold Contr.



UK: Banjo Kazooie Pak



AU: Spotlights Slipcover



One version of interest was the Official Ticket Station Lawson pack. It was given away in a promotion/lottery by Lawson in Japan, in conjunction with their ticket stations and J league. The logo is on the controller and the console.

Another in the same vein was the Japanese All Nippon Airways release which had the ANA logo on the case of the N64 console.



JP:Ticket Station Lawson



JP: All Nippon Airways



US: Pokemon Battle Set



US: Purple Controller Bundle



AU: Twin Controller Pak



BE: I Love Techno Value Pak



EU: Mario Pack



EU: Mario Pack



FR: Mario Pak Offre Speciale



SCN: 1080 Special Value Pak



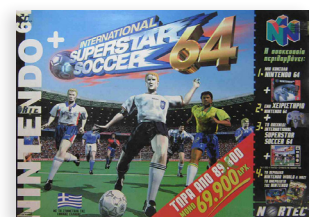
UK: F-1 Grand Prix II Pak



EU: Mario Pak



FR/GR: Pokemon Snap Pak



GR: Int. Super Star Soccer Pak



UK: Goldeneye Pak



FR: Mario + Soccer Pak



NL: WK Aanbieding



BR: Starwars Racer Pak



UK: Goldeneye Pak



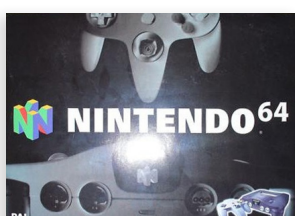
BE: Zelda: O.T Pak(Also



SCN: Donkey Kong 64 Pak



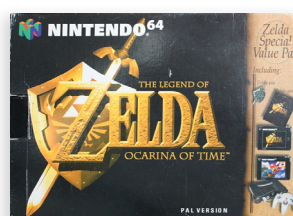
BR: Nintendo Futebol Pak



EU: Noire Slipcover



FR: F-1 World Grand



SCN: Zelda Pak



BR: Nintendo Futebol 98 Pak



## Color Variants



US: 1999



US: Mar 6, 2000

### Jungle Green

Regions US, EU, AU  
Rarity 2



A Jungle Green colored console was first available with the Donkey Kong 64 bundle. The console was later introduced in the Funtastic Colors series.

### Fire Orange

Regions US, EU, AU  
Rarity 3



EU



JP



Every Funtastic Color came with a matching controller. These controllers were also sold individually in some regions.

### Grape Purple

Regions JP, US, EU, AU  
Rarity 4



EU



US: Mar 6, 2000



Grape Purple was called Midnight Blue in Japan. Brazil also had the whole Funtastic series, but with different names. This was called Uva.

### Ice Blue

Regions US, EU, AU  
Rarity 2



EU



US: Mar 6, 2000



The Funtastic series came late in the lifespan of Nintendo 64, and had a price of \$99 in North America. This version was called Anis in Brazil.

### Smoke Gray

Regions JP, US, EU, AU  
Rarity 5



EU



US: Mar 6, 2000



Smoke Black was also called Charcoal, Jaboticaba in Brazil, and Clear Black in Japan. This was one of only two Funtastic Colors released in Japan.



## Watermelon Red

**Regions** US, EU  
**Rarity** 5



Watermelon Red was the only Funtastic Color not released in Australia. In Brazil, this version was called Cereja.



EU



US: Mar 6, 2000

## Gold

**Regions** JP, US  
**Rarity** 8



Fully coloured in gold. The North American version had this with two matching controllers only from Toys'R'Us, Japan's bundle included just one controller.



JP: Dec 31, 1998



US

## Pikachu Blue

**Regions** US, EU  
**Rarity** 6



The Pokémon Pikachu Nintendo 64 had a large, yellow Pikachu model on a blue Nintendo 64. It features redesigned switches and the power light is modified to be Pikachu's cheeks.



EU



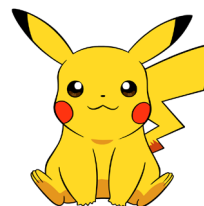
US: Dec, 2000

## Pikachu Light blue

**Regions** JP  
**Rarity** 7



The Japanese version of Pokémon Pikachu Nintendo 64 had a lighter blue color on the console than the US/EU version.



JP: Dec, 2000

## Pikachu Orange

**Regions** JP  
**Rarity** 7



Pokémon Pikachu Nintendo 64 also came in orange color in Japan. Every version of this console came with yellow undersides.



JP





EU



AU

## Pokémon Battle Set

Regions EU, AU  
Rarity 8



The Pokémon Edition Nintendo 64, with a Pokémon sticker on the left side, included the “Pokémon: I Choose You” video. One UK release also had a version without the Video.

## Clear Pink

Regions JP  
Rarity 7



JP



Top part of the console is see-thru light pink, bottom part is see-thru white. This console was only released in Japan.

## Clear Blue

Regions JP, EU  
Rarity 6



JP



EU



Top part of the console is see-thru light blue bottom part is see-thru white. This console was released in Japan and Europe.

## Jusco Edition

Regions JP  
Rarity 10



JP

JUSCO



The Jusco 30th anniversary, featured a very light violet-translucent color on the top, and white translucent on the bottom. This version was only sold in Jusco stores.

## Daiei Hawks

Regions JP  
Rarity 9



JP



The Daiei Hawks featured an orange translucent top, and a black translucent bottom, very similar to the Fire Orange and Smoke Black Nintendo 64, although not the same. This version was only sold in Daiei Hawks stores



# Controllers

These pages consist of different N64 controllers, ranging from the basic controller to the more weird controllers. These controllers featured here are just a fraction of all the different controllers released for the system.

Third-party controllers offer players added features like autofire capabilities, while specialized controllers provide enhanced gameplay experiences for certain game genres.

The controllers featured here goes from regular first-party controllers, more or less regular third party controllers, and weird or immersive controllers. In that order.

## Nintendo 64 controller

<b>Manufacturer</b>	Nintendo
<b>Type</b>	Video game controller
<b>Release date</b>	June 23, 1996
<b>Product nr.</b>	NUS-005

With original visual designs having been mocked up in clay form, and extensive test group studies being performed before and during the design phase, the Nintendo 64's controller design was eventually solidified in tandem with that of Miyamoto's gameplay mechanics in Super Mario 64.

Nintendo of America's head designer, Lance Barr, said that the design studies revealed that "most games use a few buttons for most of the main controls, such as jumping and shooting, or accelerating and braking. That's why the A and B Buttons are placed for easiest access on the new controller and why they are larger than the other buttons. They're the buttons that get high traffic."



The controller was designed to be held in three different positions. First, it can be held by the two outer grips, allowing use of the D-pad, right-hand face buttons and the "L" and "R" shoulder buttons (but not the "Z" trigger or analog stick). This style was intended to optimize play in 2D games by emulating the setup on the Super NES controller. It can be also held by the center and right-hand grip, allowing the use of the single control stick, the right hand-buttons, the "R" shoulder button, and the "Z" trigger on the rear (but not the "L" shoulder button or D-pad). This style was intended for 3D games. Finally, the controller can be held by the center and left-hand grip, allowing for a combination of the D-pad, L-shoulder, analog stick and Z button. This was implemented in GoldenEye 007. Additionally, though the controller was not designed with this setup in mind, one controller can be held in each hand with a thumb on each analog stick and index fingers on the "Z" trigger. This setup allows dual-analog control on some first-person shooters such as Perfect Dark. The analog stick and right-hand face and shoulder buttons are usually used in games. In some games such as Mortal Kombat Trilogy, the control stick and directional pad are interchangeable. Very few games use the directional pad exclusively; two examples are the 3D puzzle game Tetrisphere and the side-scrolling platformer Kirby 64: The Crystal Shards.





The N64 pad's analog stick is notorious for wearing out quickly, eventually becoming unable to return to centre position (though they often still functioned normally). Also, the analog stick would become uncalibrated if not centered properly when the system was booted up; if the stick was not centered, the game would calibrate with the altered position at “zero”. Because this may not be discovered until the player enters the game, a universal software recentering method is printed in every manual (simultaneously pressing the L, R, and START buttons). Early titles such as *Wonder Project J2: Koruro no Mori no Josette* would lose calibration if the player moved the cursor while accessing the Controller Pak save. This feature could be used to cheat in some games. In *Doom*, when the stick is held down when calibrating, the player will be able to run faster when pushing the stick up.



## Color Variants

The controller initially came in six colors (grey, black, red, green, yellow and blue) but other colors were released later, many of them coinciding with the release of a similarly colored or designed system.



Black



Gray



Red



Green



Yellow



Blue



Black-Gray



Funtastic Smoke Black



Funtastic Jungle Green



Funtastic Ice Blue



Funtastic Fire Orange



Funtastic Grape Purple



Funtastic Watermelon Red



Clear Blue





Clear Pink



Atomic Purple



Extreme Green



Pikachu Light blue



Pikachu Orange



Pokémon Blue



Pokémon Yellow



Gold



Daiei Hawks Limited Edition



Jusco 30th Anniversary Edition



Hello Mac



Geoffrey



Nintendo Power: NP100



Nintendo Power: 2000



Nintendo Power: DK64



E3 1997/Starfox competition

Controllers of note are:

The Extreme Green - A transparent bright green colour that came bundled with a regular black console, but also sold separately. It was only for sale in Toys'R'Us.

Hello Mac - Black/gray, like the Mario Kart controller, but with with a lion-emblem on top. Sold only in Hello Mac shops in Japan.

Geoffrey - Black/gray, but with with a Toys'R'US's Geoffrey the Giraffe emblem on top. Sold only in Japan.

Nintendo Power controllers - These three promotional controllers were only available through the american magazine Nintendo Power.

E3 Starfox controller - This was a special promo controller with an N64 emblem on top. The origins of the controller are somewhat shrouded thanks to the extreme rarity of it. The most common story is that it was produced for the 1997 E3, where at least one was offered as a prize in a StarFox 64 competition. The controllers were apparently also handed out internally to some Nintendo employees.

For more on controller, please visit: [finngamer.webs.com/](http://finngamer.webs.com/)



## LodgeNet

**Release date** 1997

In 1999, LodgeNet and Nintendo released a controller and game playing service for various hotels in the United States. It is a slightly modified Nintendo 64 controller featuring an improved Nintendo GameCube style analog control stick, and LodgeNet TV control buttons. It attaches to the hotel television, and is not compatible with a Nintendo 64 console. It functions as a secondary remote control for the television, with up and down on the D-pad able to change channels, and as a controller for available Nintendo 64 games on the LodgeNet service. Customers can choose from a large library of Nintendo 64 games (including most first-party Nintendo 64 titles) and play at a rate of \$6.95 for every 60 minutes.



### 32D



Advertised as having a “PSX-like thumbstick”, the 32D has a comfortable chassis, but may be a bit small for some. The controller feature a nice, round D-pad. But its roundness also makes it hard to tell exactly which direction ones pressing. The start button is right in-between the D-pad and the analog stick. One version of the 32D feature turbo & slo-mo functions, but the one in the picture does not sport this function.

*“floorcat@s9.zetaboards.com”*

## Advanced Control Pad

**Manufacturer** MadCatz

The Madcatz feel and look like a quality product. The chassis is very ergonomic, and there’s patches of rubber “traction” on the underside of the controller. The prong may point downward a little too much for some, such that the hands feel a little twisted when they’re situated on the the bottom and right prongs. Also, the middle prong may be a little on the thick side. The Analog Stick is a little more durably than the official controller’s analog stick, but it is too fidgety, lacks fine tuning, and doesn’t “zero” itself correctly.



*“floorcat@s9.zetaboards.com”*

## SuperPad 64 Plus

**Manufacturer** Performance



The Super Pad 64 feature a very different layout than the official controller. The Analog Stick, excelling in control, feel, and sensitivity, is also far more durable than the official first-party stick. The stick is made of metal (with a plastic thumb-cap), and the plastic pivots at the stick’s base appear to be sturdy. C-buttons are the same size as A/B buttons, and the D-pad functions better than one would expect. Though, the C-buttons are spaced far apart and Z-trigger is used with middle finger.

*“floorcat@s9.zetaboards.com”*



## SuperPad 64

**Manufacturer** Performance



The SuperPad 64 has a noticeably different design. The controller is not as ergonomically designed as the official controller, as it's pretty thick and bulky. Aside from the chassis, the buttons all have a very stiff “click-y” feel to them. The general layout and feel of this controller is basically the same as those of the official first-party controller, so no harsh adjustment is necessary, as is with the 2-pronged version. The C-buttons might be barely bigger than the those of the official controller, but any difference is too small to sense any kind of improvement/detraction. The base of the analog stick is still metal and it controlled very nearly with the official N64 analog sticks. The analog stick is significantly stiffer than any official analog stick, so the thumb may actually get tired after extended play.

*“floorcat@s9.zetaboards.com”*

## Dream64

The analog stick of the DreamGear controller has a base of metal and the plastic (thumb) cap is molded closely to the official first-party analog stick. There's also a plastic sheet to protect the control stick “innards” from dust. Even though the “springy-ness” of the stick is pretty uniform in every direction, there's quite a bit of initial resistance to move it in any direction. Resistance that all but disappears once one push a little further. This makes it a little more difficult than necessary to do those fine adjustments. A rumour that the analog stick from the DreamGear N64 controller could be used as a replacement for that of the official first-party controller was thrown around. This is false. The D-pad is comfortable and functional. The controller also feature turbo function. But the C-buttons are pressure sensitive and offset from the A/B buttons.



*“floorcat@s9.zetaboards.com”*

## Alpha 64

**Manufacturer** Nyko



The Alpha 64 feature dual analog sticks. Though, there are no games that use dual analog sticks. The sticks are far where the hands will be, something that may make this controller uncomfortable for some. The buttons are placed in a formation resembling the Genesis controller.

*“TomHall@1morecastle.com”*

## DOCS Wireless Controller

**Manufacturer** Acclaim

This was one of the only wireless controllers made for the Nintendo 64. Users can play their Nintendo 64 system from 15 to close to 30 ft away and still achieve accurate performance. The controller also feature turbo and slow motion controls. Included with the controller was the receiver. Controller requires 4 AAA batteries, and battery saving feature automatically shuts down after 1 minute of inactivity. The chassis is ergonomic, and there's patches of rubber “traction” on the underside of the controller. The prong may point downward a little too much for some.





## Tomee

**Manufacturer** Tomee  
**Product nr.** SK CON-N64TGR

The Tomee N64 controller is seen by many as one of the best non Nintendo brand controllers available for the N64. The biggest thing setting this controller aside from most other non OEM controllers is the fact that the base of the thumb stick is made from metal and contains a sort of ball bearing. This makes for minimal slop in the movement of the stick itself. It is both precise and responsive, these are two features normally not found in third party controllers.

This controller is built very sturdily and will take pretty heavy punishment. One thing that may steer some people away from it is the rounded side grips. Basically they have done away with the elongated grips found on the Nintendo brand controller, so it does look and feel slightly different but is easy to get used to. Also, the little dust cover at the base of the stick can bind for a millisecond. But it can easily be remedied by prying it out with a small knife or jeweler's screwdriver.

The controller also feature a turbo, slow and clear button.

*"gmretroreviews.blogspot.no"*



## Hori Mini Pad 64

**Manufacturer** Hori  
**Type** Video game controller  
**Release date** 1997

The much sought-after Hori N64 controller is an exceptionally solid controller with a very durable-minded analog stick. It is said by some that apparently Nintendo had modeled their own Gamecube controller thumbstick after it.

The Analog Stick is durable, rubber-coated, and comfortable, though, some may find it a bit too much on the sensitive side. The D-pad may also too small to use effectively for some, it sticks out, and it's close to the A & B buttons. The controller has two Z-buttons, one under each of the (L/R) shoulder buttons.

*"floorcat@s9.zetaboards.com"*





## Sharkpad Pro

**Manufacturer** Interact  
**Product nr.** SV-362



The Sharkpad Pro is significantly thicker than the standard controller, which can be an advantage if the user has big hands. The outer two handles are angled slightly outward. The chassis is made out of a very smooth plastic. The D-pad is unbalanced. It leans towards the top-left diagonal when pressing either up or left, and one has to click it in noticeably harder when pressing the down-left diagonal. It is not compatible with the rumble pak. It'll go in, but the C buttons, the Start button, and the dpad will not work. It does work with my memory pak from Performance though. Control stick responds when on an idle tilt.

*"BetaWolf@s9.zetaboards.com"*

## Competition Pro

**Manufacturer** Powerplay

This controller has all the standard features of the official pad as well as turbo fire and autofire for all buttons. There's also a slow motion selector, 8-way superswitch. The prongs are slightly further apart than on the official controller and the shoulder buttons are made of rubber. The Competition Pro series for N64 came in several different colors, as did many of the other third party controllers released for the N64 system.



## Trident Pro Pad

**Manufacturer** Logic 3  
**Product nr.** JT 277



The Trident Pro Pad by Logic 3 is a digital/analog controller that features an 8-way thumb controller, 3D analog joystick (?), 9 fire buttons, memory card slot, and is Rumble Pak compatible. Also included on the controller is an autofire and slow motion mode, and a LED display panel. The controller went also under the name Thunder Pad, also by Logic 3.

## Arcade Shark

**Manufacturer** Interact

The Arcade Shark is very big, even larger than the 64 itself. The controller has responsive control, turbo button - programmable to individual buttons, and slow motion. Also, the stick unscrews and can be used as a directional pad. On occasion, the analog directional control needs to be tightened. The controller has no rumble feature, but it does have a slot for the memory card.





## The Glove



**Manufacturer** Reality Quest

The Glove, influenced by the NES Power Glove, was released for the Nintendo 64 and Playstation. Like the Power Glove, ‘The Glove’ controller doesn’t have any motion sensing technology at all. It just features the various buttons and the analog stick from the N64’s controller engineered into a contraption designed to strap to the users forearm, with a slot for the rumble pak underneath.

*“ohgizmo.com”*

## Ultra Racer

**Manufacturer** Performance

This is a controller designed for racing games in mind. Though, the button setup may be bad for some users. The set button is directly below the Start button and can be hit by accident. The default for brakes is to push forward on the trigger, like on a radio control. But it isn’t a very fast way of hitting the brakes here. The trigger itself is also stiff. In games that use power ups, etc., makes it a bit tricky hitting the buttons. Performance also made this controller for the PS1 system.



## Turicon 64



**Manufacturer** ASCII

The Turicon 64 is a fishing rod controller for the Nintendo 64 that was compatible with the game Shigesato Itoi no Bass Tsuru No. 1 Ketteiha! It consists of a regular controller shaped as a handle with a spool. It is exclusive to this Game.

*“nintendo.wikia.com”*

## Dance Dance Revolution Dance Mat

**Manufacturer** Konami

This is a dance pad for the N64. It was released for use with DDR: Disney Dancing Museum. The mat is a flat electronic game controller used for input in the games. The mat are divided into a 3×3 matrix of square panels for the player to stand on.



## Densha De Go Train Controller

**Manufacturer** Taito



Densha De Go train controller is made for use with Densha de Go!! 64. Utilizing this fancy Densha De Go controller, players get to fulfill their childhood dreams and drive through Tokyo, Osaka and the Japanese country side, trying to stick to predefined train schedules and stop at all the right stations. To drive the trains, player move the left lever on the controller forward (the higher the number, the faster the train goes), to brake, they pull it down and move up the right brake lever instead. In addition to the special controller, Densha De Go also supports the Voice Recognition Pak that originally shipped with Hey You, Pikachu!.



# Accessories

The N64 had a lot of weird accessories.

These pages consist of a small sample of the more known N64 accessories

First featured are first-party accessories, then more or less third-party.

## Rumble Pak

**Manufacturer** Nintendo  
**Release date** April 1997

The original Rumble Pak requires two AAA batteries and is inserted into the controller's memory cartridge slot, which prevents simultaneous use of the Controller Pak. This usually has little impact, as Nintendo 64 games are cartridge based and have the ability to store saved data in the cartridge, but for games that support the Controller Pak, it is possible to switch between accessories at certain points, a method known as "hot swapping".

The Rumble Pak was introduced bundled with the game Star Fox 64 and made available as a separate purchase two months later. Rumble Pak support soon became a standard for N64 games. Launch titles Wave Race 64 and Super Mario 64 were re-released in Japan in July 1997 with Rumble Pak support.



## Controller Pak

**Manufacturer** Nintendo



The Controller Pak is Nintendo's external memory card, similar to those used on the PlayStation. While the N64's cartridge-based games can store battery-backed memory, the Controller Pak allows savegame data, for games that supported it, to be stored separately from the cartridge, for instance allowing savegames to be used with a different copy of the game, or to store data that will not fit on a cartridge's battery-backed memory (such as Mario Kart 64's "ghost" files). Whereas other console developers opted to plug the memory card directly into the console, Nintendo chose to allow the card to be plugged into the controller and thus to be transported as one unit, envisioning scenarios in which players would want to bring their own controller and memory card to play with other N64 owners.

## Jumper Pak

**Manufacturer** Nintendo

The Jumper Pak is a filler that plugged into the console's memory expansion port. It serves no functional purpose other than to terminate the Rambus bus in the absence of the Expansion Pak. This is functionally equivalent to a continuity RIMM in a Rambus motherboard filling the unused RIMM sockets until the user upgrades. Jumper Paks were not sold individually in stores and could only be ordered individually through Nintendo's online store.





## Expansion Pak

**Manufacturer** Nintendo



The Expansion Pak consists of 4 MB of RAM — which is RDRAM, the same type of memory used inside the console itself — increasing the Nintendo 64 console's RAM from 4 MB to 8 MB of contiguous main memory. Originally designed to accompany the 64DD disk drive expansion peripheral, the Expansion Pak was released separately in Q4 1998 and then bundled with the 64DD's delayed 1999 launch package. The Expansion Pak is installed in a port on top of the console and replaces the pre-installed Jumper Pak.

The Expansion Pak is required in order to run two cartridge games, Donkey Kong 64 and The Legend of Zelda: Majora's Mask, and all 64DD software.

## Transfer Pak

**Manufacturer** Nintendo

The Transfer Pak is an accessory that plugs into the controller and allows the Nintendo 64 to transfer data between its own games and Game Boy or Game Boy Color games. The Transfer Pak has a Game Boy Color slot and a part that fits onto the expansion port of the N64 controller. It was included with the game Pokémon Stadium, as the game's main feature is importing Pokémon teams from Game Boy titles.



## S-Video Cable



The S-Video Cable provides a better quality picture than composite RCA cables via the MultiAV port. The NTSC cable is identical to and compatible with earlier SNES and later GameCube S-Video cables. The 1st party NTSC N64 S-Video cable sold by Nintendo, however, was not available in PAL regions. Nintendo never released an official S-Video cable for the PAL N64. Using an NTSC N64 S-Video cable on a PAL N64 will usually produce over-bright, garish colours; or it may not produce any video image at all.

## VRU

**Manufacturer** Nintendo

The VRU (Voice Recognition Unit) has only two compatible games: Hey You, Pikachu! and Densha de Go! 64. A VRU is included with every factory package of Hey You, Pikachu! and is required to play the game. Densha de Go! 64 does not require the VRU, and as such, they are sold separately. The peripheral consists of a ballast connected to controller port 4 of the system, a microphone, a yellow foam cover for the microphone, and a clip for clipping the microphone to the controller. The VRU is calibrated for best recognition of a high-pitched voice, such as a child's voice. As a result, adults and teenagers are less likely to have their speech recognized properly by the VRU.

VRUs are region dependent, and a USA region VRU cannot be used with Japanese games and vice versa. No VRU compatible game was launched in the PAL region, so there is no EUR-region VRU.

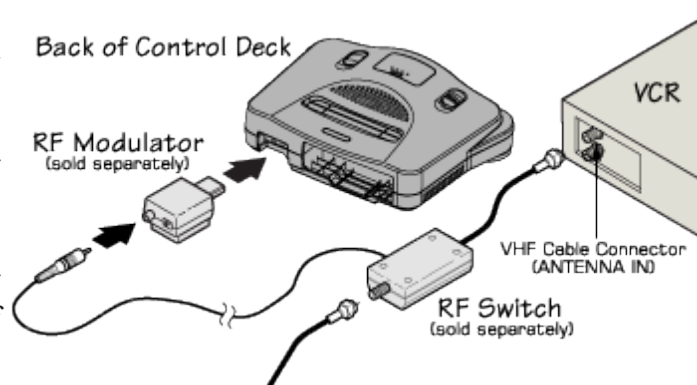




## RF Switch and RF Modulator

**Manufacturer** Nintendo

These accessories allow the Nintendo 64 to hook up to the television through RF. It was primarily intended for customers with older televisions that lack AV cable support. Since the Nintendo 64 lack built-in RF compatibility, the modulator acts as a special adapter that plugs into the Nintendo 64's AV port to give the Nintendo 64 RF compatibility. The RF switch itself is identical in every way to the RF switches released for Nintendo's prior systems and can be interchanged if needed. In the United Kingdom, all N64 consoles were shipped with RF Modulators and Switches to start.



## Cleaning Kit



**Manufacturer** Nintendo

Nintendo released a first party cleaning kit for the Nintendo 64. It contains everything required to clean the connectors of the control deck, controllers, Game Paks, Rumble Paks, and Controller Paks.

## Wide-Boy64

**Manufacturer** Intelligent Systems

The Wide-Boy64 is a rather obscure series of adapters similar to the Super Game Boy that was able to play Game Boy games; however, it was only released to the developers and the press and was never released to the public. Two major versions of Wide-Boy64 were released, the CGB which could play Game Boy and Game Boy Color games, and the updated AGB which could also play Game Boy Advance Games, in a similar fashion as the Game Boy Player does with Game Boy Advance games and the Super Game Boy with original Game Boy games. It also allowed the gaming press to capture screen shots more easily. Like the Super Game Boy and Game Boy Player, the game screen itself is surrounded by a template mimicking the appearance of the portable system. It was not a consumer product as only developers and magazines could purchase one from Nintendo at a cost of \$1400 USD a piece.



## Tremor Pak

**Manufacturer** Performance



The Tremor Pak is a third-party version of the Nintendo 64's official Rumble Pak. The Tremor Pak uses AA batteries, causing it to be heavier than the Rumble Pak, which uses AAA batteries. Unlike the Rumble Pak, the Tremor Pak has two levels of vibration. Variant versions were released with a built-in Controller Pak; some models used the N64 console itself as a power source, eliminating the need for batteries (though the vibrations were weakened as a side effect). An additional variant was the Tremor Pak Plus, which featured a slot for a Controller Pak with a switch to select between the controller pack and vibrate.



## Bio Sensor



Bio Sensor is an ear-clip that plugs into the Controller Pak slot of the N64 controller to measure the user's heart rate. Released only in Japan and compatible only with Tetris 64 where it will slow down or speed up the game depending on how fast the player's heart is beating. This device is similar to the Wii Vitality Sensor titles.

## SharkWire Online

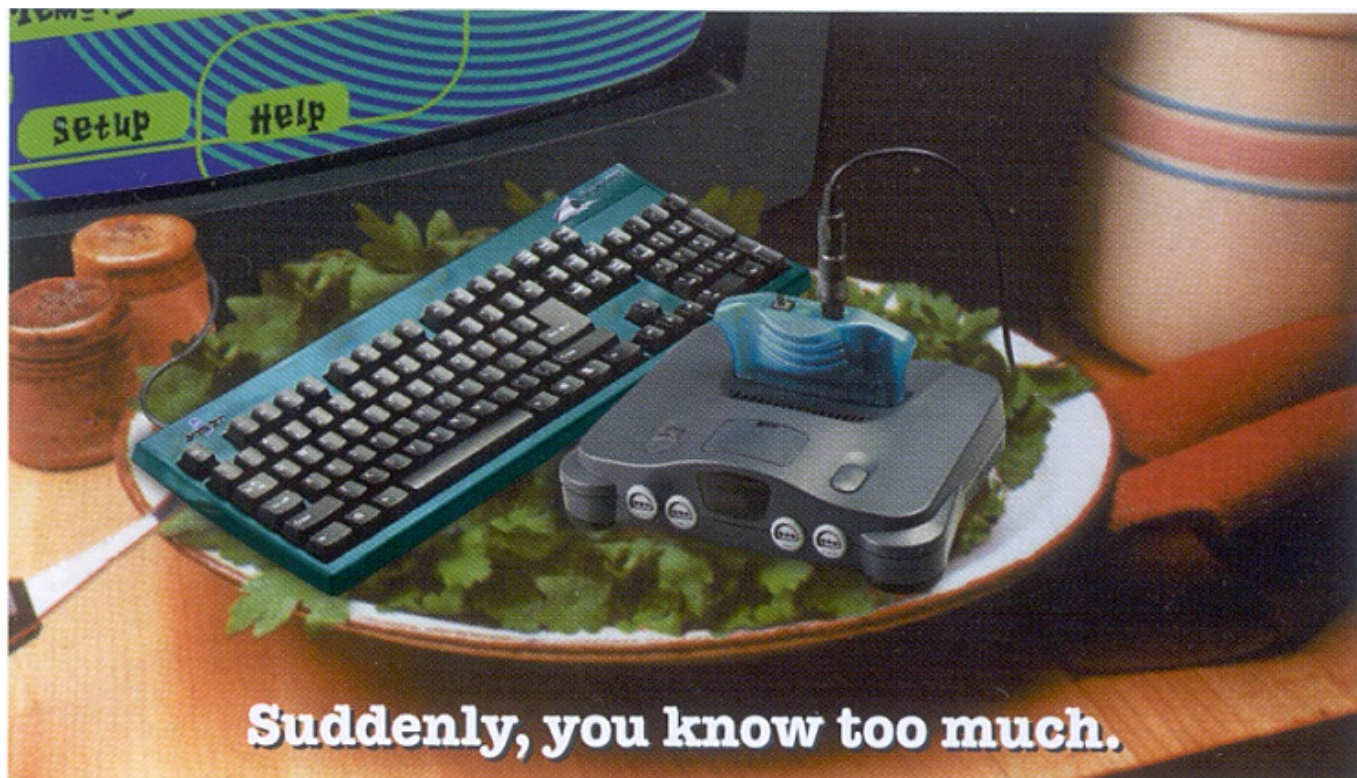
<b>Manufacturer</b>	Interact
<b>Release date</b>	1 January, 2000

SharkWire Online is a specialized GameShark device with a serial port and modem added, accompanied by a now defunct dialup Internet portal service. It was sold only in the US, by InterAct which is most famous for its GameShark and Dexdrive. Scheduled for launch in January 2000, it was the only Nintendo 64 online service to have been launched apart from Nintendo's Randnet service in Japan.

The SharkWire Online product centers around a cartridge, which contains a modem and the Mosaic web browser licensed by Spyglass, Inc. The product's operation requires Nintendo's Expansion Pak for RAM. Because the SharkWire Online cartridge is unlicensed by Nintendo, a security workaround is achieved when the user inserts a Nintendo 64 video game cartridge into the SharkWire's rear slot, with the label facing up. The keyboard and telephone cords are plugged directly into the SharkWire Online cartridge. To navigate the menus, Controller 1 must be attached to the Nintendo 64 console.

The company ran a \$5-10 million advertising campaign across TV, print, radio, direct, and interactive media. It portrayed an aggressive image of teenaged "hacking" versus the FBI, which "gives kids a feeling of control and power over the establishment".

Before InterAct closed down operations, SharkWire Online and all other trademarks of GameShark were sold to Mad Catz.





## GameShark

**Manufacturer**

Interact



GameShark is an unlicensed cheat device made by Interact in two versions. The first version had an LED display that would count down 5 seconds upon turning the system on. The period in the display would be lit while playing to show that the unit was functioning. There is a slot on the back of the unit for an expansion card that was never made. The second version had a SCSI or parallel port on the back for connecting to a computer for downloads. It also featured a cheat search function. Version 3.2 had a similar LED display as the earlier versions. This feature was removed in version 3.3. GameShark cards (or Action Replay cards in Europe) could be used to access content that would normally be inaccessible if a game is played normally without the card.

## GB Hunter

**Manufacturer**

EMS Production Ltd.

The GB Hunter is a Game Boy emulator for the Nintendo 64. A N64 game is plugged into the back of the item and a Game Boy cartridge is plugged into the top. Like the Super Game Boy, it connects to the N64's cartridge slot and requires a N64 boot cartridge plugged into its back, and allows users to play Game Boy games on it. There is also a cheating device programmed into it (like the Game Genie or Game Shark). Holding the "L" and "R" buttons simultaneously will cause the game to freeze at that point and the GB Hunter's Menu to appear. The GB Hunter's color palette can also be changed from the menu, to view the game in a variety of the 3 different colors. Most sellers of this item, on eBay and other places such as the EMS site itself, do not mention that the video game sounds while being played on the GB Hunter are not emulated. Rather, users are subjected to the theme song of the GB Hunter, which loops endlessly.



## High Rez Pack



**Manufacturer**

Mad Catz

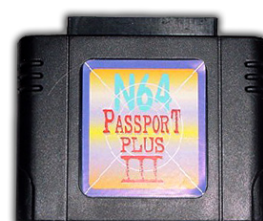
The High Rez Pack was Mad Catz's less-expensive version of the Expansion Pak. There were reports of overheating due to inadequate cooling/venting, and the unit suffered from poor build quality.

## N64 Passport

**Manufacturer**

EMS Production Ltd.

The N64 Passport is an adapter cartridge. The N64 Passport cartridge sits in between the system and the game allowing players to play games from different regions. It requires a 'boot' cartridge (of the same region as the system being used) slotted into the back of it, and a game from a different region on the top. There are three different versions, with the N64 Passport Plus III being the final version released. The 'Plus' versions also have an Action Replay feature, which allows custom cheat codes to be used.





## Tristar 64

Tristar 64 is a third party adaptor that made it possible to play NES and SNES games in addition to N64 games. The device features three built-in cartridge slots, one for each cartridge type, and it plugs into the N64 console's existing cartridge slot.



## System Organizer



Nintendo licensed N.L.S. Industries to make two types of black wooden system organizers. Both feature a plastic drawer, bearing a Nintendo 64 sticker, with slots designed to hold Nintendo 64 game cartridges, controllers, and controller paks. The larger of these two organizers holds up to 24 game cartridges, and is designed to hold the Nintendo 64 on top of the organizer. The smaller organizer holds up to 12 game cartridges.

## Messenger Bag

The Messenger Bag is a black bag made to carry on the left side of the body. It is branded on the front with the Nintendo 64 logo and name. It comes with zippered compartments on the outside and inside and with mesh pockets. It can only hold a few games and a controller.



## N64 35mm Camera



Nintendo made a basic 35 mm camera, complete with a timer and flash. Official cameras have a Nintendo 64 logo on the front. They come in different colors such as blue and orange.

## 64DD Keyboard

When the users had access to Nintendo's Randnet service, they could send e-mail to each other with the use of the keyboard. The keyboard was available in Japan for approximately \$41 US. The keyboard hooks up through a Nintendo 64 controller port.



## 64DD Capture Cartridge



Bundled with Mario Artist: Talent Studio, the Capture Cartridge was used as input method for pictures and video.





DOOM 64.

We made it the toughest ever because you look so good in black.



**THIS IS WHY THEY MADE THE N64**

The last and most brutal Doom® there will ever be. Enhanced for the N64 with even more twisted challenging levels plus new looks for all your old friends and weapons. Only the N64 could handle a Doom this tough. So now you can go out in a blaze of glory. Or a body bag.



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**MIDWAY**  
www.midway.com



These pages consist of every N64 games. The games are listed in four categories: US, EU, JP, and Misc.  
I used the site nesworld.com for making this list.

The Checklist are made for people to cross out the games they have. “C” mean the cart. “I” is the manual/  
information. “B” is the box. And “S” is for collectors who collect sealed games.

## US N64 LIST















































Of the console’s 388 official releases, 50 are region-locked to North America.  
The last game to be published for the system was the North American-locked  
Tony Hawk’s Pro Skater 3 on August 20, 2002.

















































Back of a US cart

Game Title	Cn	Game-ID	Pg	C	I	B	S
007: Goldeneye		NUS-NGEE-USA	50				
007: Goldeneye		NUS-NGEE-USA-1	50				
007: The World Is Not Enough		NUS-NO7E-USA	125				
1080° Snowboarding		NUS-NTEE-USA	14				
1080° Snowboarding		NUS-NTEE-USA-1	14				
A Bug's Life		NUS-NBYE-USA	27				
Aero Fighters Assault		NUS-NERE-USA	14				
Aero Gauge		NUS-NAGE-USA	14				
Aidyn Chronicles: The First Mage		NUS-NAYE-USA	15				
All-Star Baseball '99		NUS-NBSE-USA	15				
All-Star Baseball 2000		NUS-NBEE-USA	16				
All-Star Baseball 2001		NUS-NASE-USA	16				
All Star Tennis '99		NUS-NTNE-USA	16				
Armorines: Project S.W.A.R.M.		NUS-NARE-USA	17				
Army Men: Air Combat		NUS-NACE-USA	17				
Army Men: Sarge's Heroes 2		NUS-N32E-USA	18				
Army Men: Sarge's Heroes		NUS-NAME-USA	17				
Asteroids Hyper 64		NUS-NAHE-USA	18				
Automobili Lamborghini		NUS-NLCE-USA	18				
Banjo-Tooie		NUS-NB7E-USA	20				
Banjo Kazooie		NUS-NBKE-USA	20				
Banjo Kazooie		NUS-NBKE-USA-1	20				
Bass Hunter 64		NUS-NFHE-USA	20				
Bassmasters 2000		NUS-NB4E-USA	21				
Batman Beyond: Return of the Joker		NUS-NJQE-USA	21				
BattleTanx: Global Assault		NUS-NBQE-USA	22				
BattleTanx		NUS-NBXE-USA	21				
Battlezone: Rise of the Black Dogs		NUS-NZOE-USA	22				
Beetle Adventure Racing		NUS-NNSE-USA	22				
Big Mountain 2000		NUS-NMUE-USA	23				
Bio F.R.E.A.K.S.		NUS-NBFE-USA	23				

















































Game Title	Cn	Game-ID	Pg	C	I	B	S
Blast Corps		NUS-NBCE-USA	23				
Blues Brothers 2000		NUS-NBPE-USA	24				
Body Harvest		NUS-NBHE-USA	24				
Bomberman 64: The Second Attack		NUS-NBVE-USA	25				
Bomberman 64		NUS-NBME-USA	24				
Bomberman Hero		NUS-NBDE-USA	25				
Bottom of the 9th		NUS-NBOE-USA	25				
Brunswick Circuit Pro Bowling		NUS-NOWE-USA	26				
Buck Bumble		NUS-NBLE-USA	26				
Bust-A-Move '99		NUS-NB3E-USA	27				
Bust-A-Move 2: Arcade Edition		NUS-NBUE-USA	27				
California Speed		NUS-NCLE-USA	28				
Carmageddon 64		NUS-NCDE-USA	28				
Castlevania: Legacy of Darkness		NUS-ND4E-USA	29				
Castlevania		NUS-ND3E-USA	28				
Chameleon Twist 2		NUS-N2VE-USA	30				
Chameleon Twist		NUS-NCTE-USA	29				
Charlie Blast's Territory		NUS-NCBE-USA	30				
Chopper Attack		NUS-NCHE-USA	30				
ClayFighter 63 1/3 Sculptor's Cut		NUS-NC2E-USA	31				
ClayFighter 63 1/3		NUS-NCFE-USA	31				
Command & Conquer		NUS-NCCE-USA	31				
Conker's Bad Fur Day		NUS-NFUE-USA	32				
Cruis'n Exotica		NUS-NXOE-USA	33				
Cruis'n USA		NUS-NCUE-USA	34				
Cruis'n USA		NUS-NCUE-USA-1	34				
Cruis'n World		NUS-NCWE-USA	34				
CyberTiger		NUS-NT4E-USA	34				
Daikatana, John Romero's		NUS-NDWE-USA	35				
Dark Rift		NUS-NDKE-USA	36				
Deadly Arts		NUS-NGAE-USA	48				
Destruction Derby 64		NUS-NDEE-USA	36				
Diddy Kong Racing		NUS-NDYE-USA	36				
Diddy Kong Racing		NUS-NDYE-USA-1	36				
Donald Duck: Goin' Quackers, Disney's		NUS-NDQE-USA	37				
Donkey Kong 64		NUS-NDOE-USA	37				
Doom 64		NUS-NDME-USA	38				
Dr. Mario 64		NUS-NN6E-USA	38				
Dual Heroes		NUS-NDHE-USA	38				
Duke Nukem 64		NUS-NDNE-USA	39				
Duke Nukem: Zero Hour		NUS-NDZE-USA	39				
Earthworm Jim 3D		NUS-NJME-USA	40				
ECW Hardcore Revolution		NUS-NWIE-USA	41				
Elmo's Letter Adventure		NUS-NELE-USA	41				
Elmo's Number Journey		NUS-NENE-USA	41				
Excitebike 64		NUS-NMXE-USA	42				


























Game Title	Cn	Game-ID	Pg	C	I	B	S
Extreme-G		NUS-NEGE-USA	42				
Extreme-G XG2		NUS-NG2E-USA	42				
F-1 World Grand Prix		NUS-NFWE-USA	43				
F-Zero X		NUS-NFZE-USA	43				
F1 Pole Position 64		NUS-NHGE-USA	44				
FIFA '98: Road to World Cup		NUS-N8IE-USA	45				
FIFA '99		NUS-N9FE-USA	44				
FIFA Soccer 64		NUS-N7IE-USA	45				
Fighters Destiny 2		NUS-NFGE-USA	46				
Fighters Destiny		NUS-NKAE-USA	45				
Fighting Force 64		NUS-NFFE-USA	46				
Flying Dragon		NUS-NFDE-USA	47				
Forsaken 64		NUS-NF0E-USA	47				
FOX Sports College Hoops '99		NUS-NF9E-USA	47				
Gauntlet Legends		NUS-NGXE-USA	48				
Gex 3: Deep Cover Gecko		NUS-NX3E-USA	48				
Gex 64: Enter the Gecko		NUS-NX2E-USA	49				
Glover		NUS-NGVE-USA	49				
Goemon's Great Adventure		NUS-NGME-USA	49				
Golden Nugget 64		NUS-NGNE-USA	50				
GT 64: Championship Edition		NUS-NGCE-USA	50				
Harvest Moon 64		NUS-NYWE-USA	51				
Hercules: The Legendary Journeys		NUS-NHCE-USA	51				
Hexen		NUS-NHXE-USA	51				
Hey You, Pikachu!		NUS-NPGE-USA	52				
Hot Wheels Turbo Racing		NUS-NHWE-USA	53				
Hybrid Heaven		NUS-NHVE-USA	53				
Hydro Thunder		NUS-NTHE-USA	53				
Iggy's Reckin' Balls		NUS-NWBE-USA	54				
Indiana Jones and the Infernal Machine		NUS-NIJE-USA	55				
Indy Racing 2000		NUS-NICE-USA	55				
International Superstar Soccer '98		NUS-NWSE-USA	55				
International Superstar Soccer 64		NUS-NJPE-USA	56				
International Superstar Soccer 2000		NUS-NISE-USA	56				
International Track & Field 2000		NUS-N3HE-USA	56				
Jeopardy!		NUS-NJOE-USA	57				
Jeremy McGrath Supercross 2000		NUS-NCOE-USA	57				
Jet Force Gemini		NUS-NJFE-USA	57				
Ken Griffey Jr.'s Slugfest		NUS-NKJE-USA	58				
Killer Instinct Gold		NUS-NKIE-USA	58				
Kirby 64: The Crystal Shards		NUS-NK4E-USA	58				
Knife Edge: Nose Gunner		NUS-NKEE-USA	59				
Knockout Kings 2000		NUS-NKKE-USA	59				
Legend of Zelda: Majora's Mask		NUS-NZSE-USA	62				
Legend of Zelda: Ocarina of Time		NUS-CZGE-USA	62				
Legend of Zelda: Ocarina of Time		NUS-CZLE-USA	62				














































Game Title	Cn	Game-ID	Pg	C	I	B	S
Legend of Zelda: Ocarina of Time		NUS-NZLE-USA	62				
Legend of Zelda: Ocarina of Time		NUS-CZLE-USA-1	62				
LEGO Racers		NUS-NLGE-USA	62				
Lode Runner 3-D		NUS-NLRE-USA	63				
Looney Tunes Daffy Duck Starring as Duck Dodgers		NUS-NDUE-USA	39				
Mace: The Dark Age		NUS-NMEE-USA	64				
Madden Football 64		NUS-N8ME-USA	64				
Madden NFL '99		NUS-N9ME-USA	64				
Madden NFL 2000		NUS-NMDE-USA	65				
Madden NFL 2001		NUS-NFLE-USA	65				
Madden NFL 2002		NUS-N2ME-USA	65				
Magical Tetris Challenge, featuring Mickey Mouse		NUS-NMTE-USA	66				
Major League Baseball, Featuring Ken Griffey Jr.		NUS-NKGE-USA	66				
Mario Golf		NUS-NMFE-USA	66				
Mario Golf		NUS-NMFE-USA-1	66				
Mario Kart 64		NUS-NKTE-USA	67				
Mario Kart 64		NUS-NKTE-USA-2	67				
Mario Kart 64		NUS-NKTE-USA-1	67				
Mario Party 2		NUS-NMWE-USA	67				
Mario Party 3		NUS-NMVE-USA	68				
Mario Party		NUS-CLBE-USA	67				
Mario Tennis		NUS-NM8E-USA	68				
Mega Man 64		NUS-NM6E-USA	68				
Mia Hamm Soccer 64		NUS-NHME-USA	69				
Mickey's Speedway USA		NUS-NMLE-USA	69				
Micro Machines 64 Turbo		NUS-NV3E-USA	69				
Midway's Greatest Arcade Hits: Volume 1		NUS-NAIE-USA	70				
Mike Piazza's Strike Zone		NUS-NMBE-USA	70				
Milo's Astro Lanes		NUS-NBRE-USA	70				
Mischief Makers		NUS-NTME-USA	71				
Mission: Impossible		NUS-NMIE-USA	71				
Monaco Grand Prix		NUS-NMGE-USA	71				
Monopoly		NUS-NMOE-USA	72				
Monster Truck Madness 64		NUS-NM3E-USA	72				
Mortal Kombat 4		NUS-NM4E-USA	72				
Mortal Kombat Mythologies: Sub-Zero		NUS-NMYE-USA	73				
Mortal Kombat Trilogy		NUS-NMKE-USA	73				
Mortal Kombat Trilogy		NUS-NMKE-USA-1	73				
Ms. Pac-Man Maze Madness		NUS-NP9E-USA	74				
Multi Racing Championship		NUS-NMRE-USA	73				
Mystical Ninja, Starring Goemon		NUS-NG5E-USA	74				
Nagano Winter Olympics '98		NUS-NH5E-USA	75				
Namco Museum 64		NUS-NNME-USA	75				
NASCAR '99		NUS-N9CE-USA	76				
NASCAR 2000		NUS-NN2E-USA	76				
NBA Courtside, Kobe Bryant in		NUS-NNBE-USA	59				
































































Game Title	Cn	Game-ID	Pg	C	I	B	S
NBA Courtside 2: Featuring Kobe Bryant		NUS-NCKE-USA	76				
NBA Hangtime		NUS-NXGE-USA	77				
NBA In The Zone '98		NUS-NBAE-USA	77				
NBA In The Zone '99		NUS-NB2E-USA	77				
NBA In The Zone 2000		NUS-NWZE-USA	78				
NBA Jam '99		NUS-NB9E-USA	78				
NBA Jam 2000		NUS-NJAE-USA	78				
NBA Jam 2000		NUS-NJAP-USA	78				
NBA Live '99		NUS-N9BE-USA	79				
NBA Live 2000		NUS-NNLE-USA	79				
NBA Showtime NBA on NBC		NUS-NSOE-USA	79				
New Tetris, The		NUS-NRIE-USA	80				
NFL Blitz 2000		NUS-NBIE-USA	80				
NFL Blitz 2001		NUS-NFBE-USA	81				
NFL Blitz Special Edition		NUS-NSZE-USA	81				
NFL Blitz		NUS-NBZE-USA	80				
NFL Quarterback Club '98		NUS-NQ8E-USA	81				
NFL Quarterback Club '99		NUS-NQ9E-USA	82				
NFL Quarterback Club 2000		NUS-NQBE-USA	82				
NFL Quarterback Club 2001		NUS-NQCE-USA	82				
NHL '99		NUS-NN9E-USA	83				
NHL Blades of Steel '99		NUS-NHOE-USA	83				
NHL Breakaway '98		NUS-NHLE-USA	83				
NHL Breakaway '99		NUS-NH9E-USA	84				
Nightmare Creatures		NUS-NNCE-USA	84				
Nuclear Strike 64		NUS-NCEE-USA	84				
Off Road Challenge		NUS-NOFE-USA	85				
Ogre Battle 64: Person of Lordly Caliber		NUS-NOBE-USA	85				
Olympic Hockey 98		NUS-NHNE-USA	85				
Paperboy		NUS-NYPE-USA	86				
Paper Mario		NUS-NMQE-USA	86				
Penny Racers		NUS-NCRE-USA	86				
Perfect Dark		NUS-NPDE-USA	87				
PGA European Tour		NUS-NEAE-USA	87				
Pilotwings 64		NUS-NPWE-USA	87				
Pokémon Puzzle League		NUS-NPNE-USA	88				
Pokémon Snap		NUS-NPFE-USA	88				
Pokémon Snap		NUS-NPFE-USA-1	88				
Pokémon Stadium 2		NUS-NP3E-USA	89				
Pokémon Stadium		NUS-NPOE-USA	89				
Polaris SnoCross		NUS-NPXE-USA	89				
Powerpuff Girls: Chemical X-Traction		NUS-NPQE-USA	90				
Power Rangers Lightspeed Rescue		NUS-NPUE-USA	90				
Quake II		NUS-NQ2E-USA	91				
Quake		NUS-NQKE-USA	91				
Quest 64		NUS-NETE-USA	91				

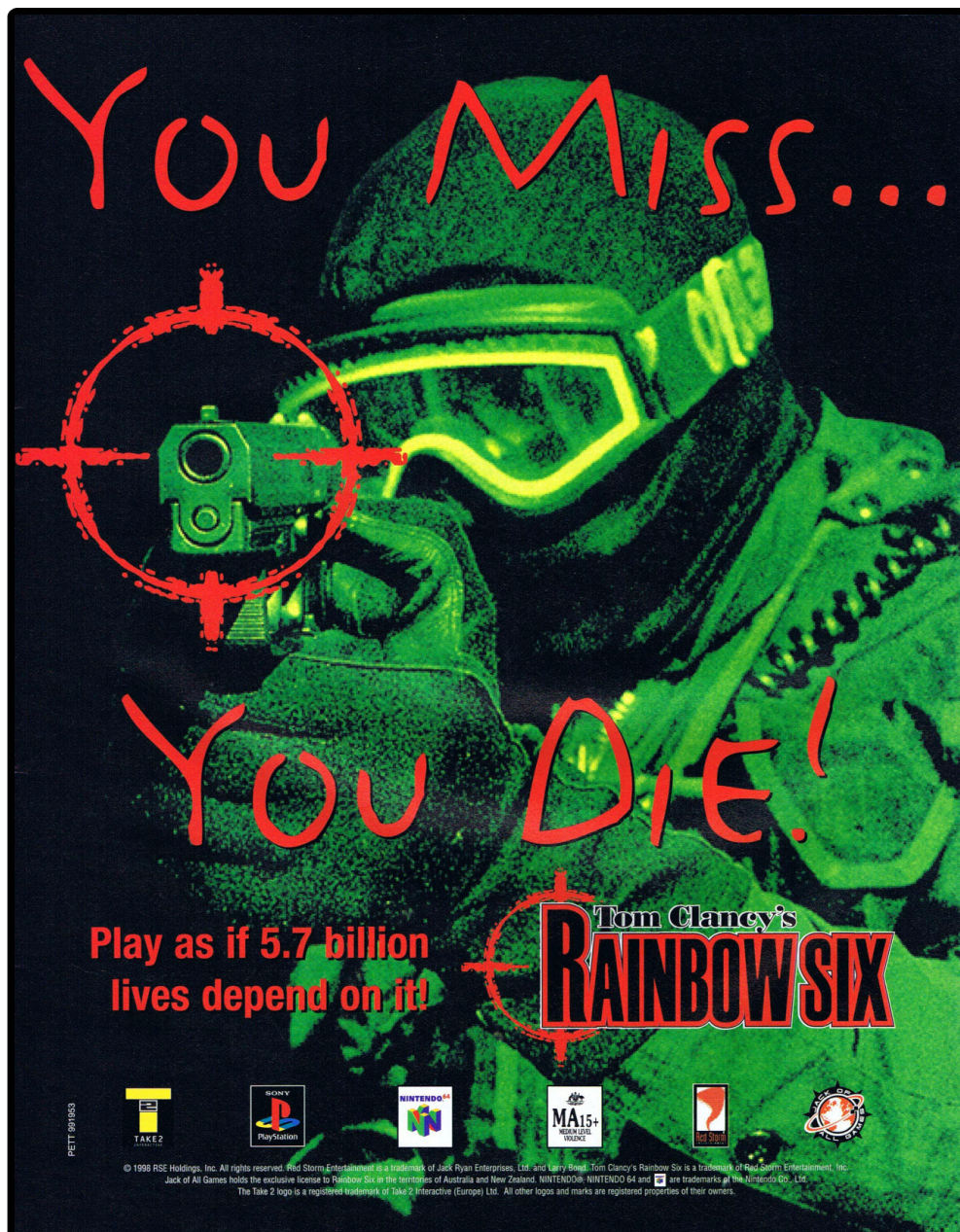


Game Title	Cn	Game-ID	Pg	C	I	B	S
Rainbow Six, Tom Clancy's		NUS-NR6E-USA	92				
Rally Challenge 2000		NUS-NWQE-USA	92				
Rampage 2: Universal Tour		NUS-N2PE-USA	93				
Rampage World Tour		NUS-NRPE-USA	93				
Rat Attack		NUS-NRTE-USA	94				
Rayman 2: The Great Escape		NUS-NY2E-USA	94				
Razor Freestyle Scooter		NUS-NFQE-USA	94				
Re-Volt		NUS-NRVE-USA	95				
Ready 2 Rumble Boxing: Round 2		NUS-N22E-USA	95				
Ready 2 Rumble Boxing		NUS-NRDE-USA	95				
Resident Evil 2		NUS-NREE-USA	96				
Resident Evil 2		NUS-NREE-USA-1	96				
Ridge Racer 64		NUS-NRZE-USA	96				
Road Rash 64		NUS-NROE-USA	96				
Roadsters		NUS-NRRE-USA	97				
Robotron 64		NUS-NRXE-USA	97				
Rocket: Robot on Wheels		NUS-NSUE-USA	97				
Rugrats: Scavenger Hunt		NUS-NRGE-USA	98				
Rugrats in Paris: The Movie		NUS-NRKE-USA	98				
Rush 2: Extreme Racing USA		NUS-NR2E-USA	98				
S.C.A.R.S.		NUS-NCSE-USA	99				
San Francisco Rush 2049		NUS-NRUE-USA	99				
San Francisco Rush: Extreme Racing		NUS-NSFE-USA	99				
Scooby Doo! Classic Creep Capers		NUS-NSYE-USA	100				
Shadowgate 64: Trials of the Four Towers		NUS-NDGE-USA	100				
Shadow Man		NUS-NSDE-USA	100				
Snowboard Kids 2		NUS-NK2E-USA	101				
Snowboard Kids		NUS-NSKE-USA	101				
South Park: Chef's Luv Shack		NUS-NCYE-USA	103				
South Park Rally		NUS-NPRE-USA	102				
South Park		NUS-NDTE-USA	101				
Space Invaders		NUS-NIVE-USA	103				
Space Station Silicon Valley		NUS-NSVE-USA	103				
Spider-Man		NUS-NSLE-USA	104				
Starcraft 64		NUS-NSQE-USA	106				
Starfox 64		NUS-NFXE-USA	104				
Starfox 64		NUS-NFPE-USA	104				
Starfox 64		NUS-NFXE-USA-1	104				
Starshot: Space Circus Fever		NUS-NSCE-USA	106				
Star Soldier: Vanishing Earth		NUS-NS6E-USA	104				
Star Wars: Episode 1 Battle for Naboo		NUS-NNAE-USA	105				
Star Wars: Episode 1 Racer		NUS-PEPE-USA	105				
Star Wars: Rogue Squadron		NUS-NRSE-USA	105				
Star Wars: Shadows of the Empire		NUS-NSWE-USA	106				
Star Wars: Shadows of the Empire		NUS-NSWE-USA-1	106				
Stunt Racer 64		NUS-NR3E-USA	107				



Game Title	Cn	Game-ID	Pg	C	I	B	S
Super Bowling		NUS-NBWE-USA	107				
Supercross 2000		NUS-BSXE-USA	110				
Superman		NUS-NSPE-USA	110				
Super Mario 64		NUS-NSME-USA	107				
Super Mario 64		NUS-NSME-USA-1	107				
Super Mario 64		NUS-NSME-USA-2	107				
Super Smash Bros.		NUS-NALE-USA	110				
Super Smash Bros.		NUS-NALE-USA-1	110				
Super Smash Bros.		NUS-NALE-USA-2	110				
Tarzan, Disney's		NUS-NTAE-USA	37				
Tetrisphere		NUS-NTPE-USA	111				
Tigger's Honey Hunt, Disney Presents		NUS-NT9E-USA	111				
Tom & Jerry in Fists Of Furry		NUS-NTJE-USA	112				
Tonic Trouble		NUS-NTTE-USA	112				
Tony Hawk's Pro Skater 2		NUS-NTQE-USA	113				
Tony Hawk's Pro Skater 3		NUS-N3TE-USA	113				
Tony Hawk's Pro Skater		NUS-NTFE-USA	112				
Top Gear Hyper Bike		NUS-NGBE-USA	113				
Top Gear Overdrive		NUS-NRCE-USA	114				
Top Gear Rally 2		NUS-NL2E-USA	114				
Top Gear Rally		NUS-NGRE-USA	114				
Toy Story 2: Buzz Lightyear to the Rescue		NUS-NTHE-USA	115				
Transformers: Beast Wars Transmetals		NUS-N0HE-USA	115				
Triple Play 2000		NUS-N3PE-USA	115				
Turok 2: Seeds of Evil		NUS-NT2E-USA	116				
Turok 3: Shadow of Oblivion		NUS-NTKE-USA	117				
Turok: Dinosaur Hunter		NUS-NTUE-USA	116				
Turok: Dinosaur Hunter		NUS-NTUE-USA-1	116				
Turok: Rage Wars		NUS-NRWE-USA	117				
Twisted Edge Extreme Snowboarding		NUS-NSBE-USA	117				
V-Rally Edition '99		NUS-NVLE-USA	118				
Vigilante 8: Second Offense		NUS-NVGE-USA	119				
Vigilante 8		NUS-NV8E-USA	118				
Virtual Chess 64		NUS-NVCE-USA	119				
Virtual Pool 64		NUS-NVRE-USA	119				
Waialae Country Club: True Golf Classics		NUS-NWLE-USA	120				
War Gods		NUS-NWAE-USA	120				
Wave Race 64		NUS-NWRE-USA	120				
Wave Race 64		NUS-NWRE-USA-1	120				
Wayne Gretzky's 3D Hockey '98		NUS-NW8E-USA	121				
Wayne Gretzky's 3D Hockey		NUS-NWGE-USA	121				
Wayne Gretzky's 3D Hockey		NUS-NWGE-USA-1	121				
WCW/nWo Revenge		NUS-NW2E-USA	123				
WCW Backstage Assault		NUS-NWVE-USA	121				
WCW Mayhem		NUS-NWME-USA	122				
WCW Nitro		NUS-NW3E-USA	122				

Game Title	Cn	Game-ID	Pg	C	I	B	S
WCW Vs. nWo: World Tour		NUS-NWNE-USA	122				
Wetrix		NUS-NWTE-USA	123				
Wheel of Fortune		NUS-NWFE-USA	123				
Winback: Covert Operations		NUS-NWDE-USA	124				
Wipeout 64		NUS-NWPE-USA	124				
World Cup '98		NUS-N8WE-USA	124				
World Driver Championship		NUS-NWOE-USA	125				
Worms Armageddon		NUS-NADE-USA	125				
WWF Attitude		NUS-NTIE-USA	126				
WWF No Mercy		NUS-NW4E-USA	126				
WWF No Mercy		NUS-NW4E-USA-1	126				
WWF War Zone		NUS-NWWE-USA	126				
WWF WrestleMania 2000		NUS-NWXE-USA	127				
Xena Warrior Princess: The Talisman of Fate		NUS-NXFE-USA	128				
Yoshi's Story		NUS-NYSE-USA	129				





# European N64 LIST

This list contains the different PAL games released in the different regions. Though, I don't think the Brazillian releases should have been listed here...

Of the console's 388 official releases, only 4 are region-locked to Europe. On the cartridges, there are two small indentations on the back that allows it to connect or pass through the system's cartridge dustcover flaps. All regions have the same connectors, and region-locked cartridges will fit into the other regions' systems by using a cartridge converter or by simply removing the cartridge's casing. However, the systems are also equipped with lockout chips that will only allow them to play their appropriate games. Both Japanese and North American systems have the same NTSC lockout, while Europe has a PAL lockout.































































































Back of a PAL cart

Game Title	Cn	Game-ID	Pg	C	I	B	S
007: Goldeneye		NUS-NGEP-AUS	50				
007: Goldeneye		NUS-NGEP-AUS-1	50				
007: Goldeneye			50				
007: Goldeneye		NUS-NGEP-EUR	50				
007: The World is Not Enough			125				
007: The World Is Not Enough		NUS-NO7P-FRA	125				
007: The World Is Not Enough		NUS-NO7P-NOE	125				
007: The World Is Not Enough		NUS-NO7P-UKV	125				
1080° Snowboarding		NUS-NTEP-AUS	14				
1080° Snowboarding			14				
1080° Snowboarding		NUS-NTEP-EUR	14				
A Bug's Life			27				
A Bug's Life			27				
A Bug's Life		NUS-NBYP-EUR	27				
A Bug's Life		NUS-NBYP-FRA	27				
A Bug's Life		NUS-NBYP-ITA	27				
A Bug's Life		NUS-NDYD-NOE	27				
A Bug's Life		NUS-NBYP-UKV	27				
Aero Fighters Assault		NUS-NSAP-EUR	14				
Aero Gauge		NUS-NAGP-AUS	14				
Aero Gauge		NUS-NAGP-NOE	14				
Aero Gauge		NUS-NAGP-UKV	14				
Aidyn Chronicles: The First Mage		NUS-NAYP-AUS	15				
Aidyn Chronicles: The First Mage		NUS-NAYP-EUR	15				
Airboarder 64		NUS-NABP-AUS	15				
Airboarder 64		NUS-NSBP-EUR	15				
All-Star Baseball '99		NUS-NBSP-AUS	15				
All-Star Baseball '99		NUS-NBSP-EUR	15				
All-Star Baseball 2000		NUS-NBEP-EUR	16				
All Star Tennis '99, Yannick Noah's		NUS-NTNP-FRA	16				
All Star Tennis '99			16				







Game Title	Cn	Game-ID	Pg	C	I	B	S
All Star Tennis '99		NUS-NTNP-EUR	16				
Armorines: Project S.W.A.R.M.		NUS-NARP-EUR	17				
Armorines: Project S.W.A.R.M.			17				
Armorines: Project S.W.A.R.M.		NUS-NARD-NOE	17				
Army Men: Sarge's Heroes		NUS-NAMP-EUR	17				
Army Men: Sarge's Heroes		NUS-NAMP-UKV	17				
As Aventuras do Fusca!			22				
Automobili Lamborghini			18				
Automobili Lamborghini		NUS-NLCP-EUR	18				
Automobili Lamborghini		NUS-NLCP-SCN	18				
Banjo-Tooie		NUS-NB7U-AUS	20				
Banjo-Tooie		NUS-NB7P-EUR	20				
Banjo Kazooie		NUS-NBKP-AUS	20				
Banjo Kazooie			20				
Banjo Kazooie		NUS-NBKP-EUR	20				
Bass Hunter 64		NUS-NFHP-EUR	20				
Batman Do Futuro			21				
Batman of the Future: Return of the Joker		NUS-NJQP-EUR	21				
BattleTanx: Global Assault		NUS-NBQP-EUR	22				
BattleTanx: Global Assault		NUS-NBQP-UKV	22				
Beetle Adventure Racing		NUS-NNSP-FRA	22				
Beetle Adventure Racing		NUS-NNSP-NOE	22				
Beetle Adventure Racing		NUS-NNSP-SCN	22				
Beetle Adventure Racing		NUS-NNSP-UKV	22				
Bio F.R.E.A.K.S.			23				
Bio F.R.E.A.K.S.		NUS-NBFP-EUR	23				
Blast Corps		NUS-NBCP-AUS	23				
Blast Corps		NUS-NBCP-EUR	23				
Blues Brothers 2000		NUS-NBPP-EUR	24				
Body Harvest			24				
Body Harvest		NUS-NBHP-EUR	24				
Bomberman 64			24				
Bomberman 64		NUS-NBMP-EUR	24				
Bomberman Hero		NUS-NBDP-AUS	25				
Bomberman Hero			25				
Bomberman Hero			25				
Box Champions 2000		NUS-NKKP-NOE	59				
Buck Bumble		NUS-NBLP-EUR	26				
Bust-A-Move 2: Arcade Edition		NUS-NBUP-EUR	27				
Bust-A-Move 3 DX			27				
Carmageddon 64		NUS-NCDY-EUR	28				
Carmageddon 64		NUS-NCDX-EUU	28				
Castlevania: Legacy of Darkness		NUS-ND4P-EUR	29				
Castlevania: Legacy of Darkness		NUS-ND4P-EUU	29				
Castlevania			28				
Castlevania		NUS-ND3P-EUU	28				

















































Game Title	Cn	Game-ID	Pg	C	I	B	S
Centre Court Tennis		NUS-NTSP-EUR	29				
Chameleon Twist 2		NUS-N2VP-EUR	30				
Chameleon Twist 2		NUS-NV2P-EUU	30				
Chameleon Twist		NUS-NCTP-EUR	29				
Charlie Blast's Territory		NUS-NCBP-EUR	30				
Chopper Attack			30				
Chopper Attack		NUS-NCHP-EUR	30				
ClayFighter 63 1/3			31				
ClayFighter 63 1/3		NUS-NCFP-EUR	31				
Command & Conquer		NUS-NCCP-AUS	31				
Command & Conquer			31				
Command & Conquer		NUS-NCCP-EUR	31				
Command & Conquer		NUS-NCCD-NOE	31				
Conker's Bad Fur Day		NUS-NFUP-AUS	32				
Conker's Bad Fur Day		NUS-NFUP-EUR	32				
Cruis'n USA		NUS-NCUP-AUS	34				
Cruis'n USA		NUS-NCUP-EUR	34				
Cruis'n World		NUS-NCWP-AUS	34				
Cruis'n World		NUS-NCWP-EUR	34				
CyberTiger		NUS-NT4P-EUR	34				
Daikatana, John Romero's		NUS-NDWP-EUR	35				
Daikatana, John Romero's		NUS-NDWP-EUU	35				
Dark Rift		NUS-NDKP-EUR	36				
Destruction Derby 64		NUS-NDEP-EUR	36				
Diddy Kong Racing		NUS-NDYP-AUS	36				
Diddy Kong Racing		NUS-NDYP-AUS-1	36				
Diddy Kong Racing			36				
Diddy Kong Racing		NUS-NDYP-EUR	36				
Donald Duck: Goin' Quackers, Disney's		NUS-NDYP-EUR	37				
Donald Duck: Quack Attack, Disney's		NUS-NDQP-EUR	37				
Donald Duck: Quack Attack, Disney's		NUS-NDQP-EUU	37				
Donkey Kong 64		NUS-NDOP-AUS	37				
Donkey Kong 64			37				
Donkey Kong 64		NUS-NDOP-EUR	37				
Doom 64			38				
Doom 64		NUS-NDMP-EUR	38				
Doom 64		NUS-NDMP-UKV	38				
Dual Heroes		NUS-NDHP-AUS	38				
Dual Heroes		NUS-NDHP-EUR	38				
Duke Nukem 64		NUS-NDNP-EUR	39				
Duke Nukem 64		NUS-NDNP-FRA	39				
Duke Nukem 64		NUS-NDNP-UKV	39				
Duke Nukem: Zero Hour		NUS-NDZP-EUR	39				
Duke Nukem: Zero Hour		NUS-NDZF-FRA	39				
Earthworm Jim 3D		NUS-NJMP-EUR	40				
ECW Hardcore Revolution		NUS-NWIP-EUR	41				




































Game Title	Cn	Game-ID	Pg	C	I	B	S
Excitebike 64			42				
Excitebike 64		NUS-NMXP-EUR	42				
Extreme-G			42				
Extreme-G		NUS-NEGP-EUR	42				
Extreme-G XG2			42				
Extreme-G XG2		NUS-NG2P-EUR	42				
F-1 World Grand Prix			43				
F-1 World Grand Prix		NUS-NFWP-EUR	43				
F-1 World Grand Prix		NUS-NFWF-FRA	43				
F-1 World Grand Prix II		NUS-NF2P-EUR	43				
F-1 World Grand Prix		NUS-NFWD-NOE	43				
F-Zero X			43				
F-Zero X		NUS-NFZP-EUR	43				
F1 Pole Position 64			44				
F1 Pole Position 64		NUS-NHGP-EUR	44				
F1 Racing Championship			44				
F1 Racing Championship		NUS-NFRP-EUR	44				
FIFA '98: Road to World Cup		NUS-N8IP-UKV	45				
FIFA '99		NUS-N9FP-ESP	44				
FIFA '99		NUS-N9FP-FRA	44				
FIFA '99		NUS-N9FP-NOE	44				
FIFA '99		NUS-N9FP-SCN	44				
FIFA Soccer 64			45				
FIFA Soccer 64		NUS-F7IP-EUR	45				
Fighters Destiny			45				
Fighters Destiny		NUS-NKAP-EUR	45				
Fighters Destiny		NUS-NKAF-FRA	45				
Fighters Destiny		NUS-NKAD-NOE	45				
Fighters Destiny		NUS-NKAP-SCN	45				
Fighting Force 64		NUS-NFFP-EUR	46				
Flying Dragon		NUS-NFDP-EUR	47				
Forsaken 64		NUS-NF0D-NOE	47				
Forsaken 64		NUS-NF0P-UKV	47				
Forsaken			47				
G.A.S.P!!: Fighter's NEXTeam		NUS-NGAP-EUR	48				
G.A.S.P!!: Fighter's NEXTeam		NUS-NGAP-EUU	48				
Gauntlet Legends		NUS-NGXP-EUR	48				
Gauntlet Legends		NUS-NGXP-EUU	48				
Gex 3: Deep Cover Gecko		NUS-NX3P-EUR	48				
Gex 3: Deep Cover Gecko		NUS-NX3X-EUU	48				
Gex 64: Enter the Gecko		NUS-NX2P-EUR	49				
Glover		NUS-NGVP-AUS	49				
Glover		NUS-NGVP-EUR-1	49				
Glover		NUS-NGVP-EUR	49				
GT 64: Championship Edition		NUS-NGCP-EUB	50				
Hercules: The Legendary Journeys		NUS-NHCP-EUR	51				











































Game Title	Cn	Game-ID	Pg	C	I	B	S
Hexen			51				
Hexen		NUS-NHXP-EUR	51				
Holy Magic Century		NUS-NETP-EUR	91				
Holy Magic Century		NUS-NETF-FRA	91				
Holy Magic Century		NUS-NETD-NOE	91				
Hot Wheels Turbo Racing		NUS-NHWP-EUR	53				
HSV Adventure Racing		NUS-NNSX-AUS	22				
Hybrid Heaven		NUS-NHVP-EUR	53				
Hybrid Heaven		NUS-NHVP-EUU	53				
Hydro Thunder		NUS-NHTP-EUR	53				
Hydro Thunder			53				
Iggy's Reckin' Balls		NUS-NWBP-AUS	54				
Iggy's Reckin' Balls		NUS-NWBP-EUR	54				
Indiana Jones and the Infernal Machine			55				
International Superstar Soccer '98		NUS-NWSP-EUU	55				
International Superstar Soccer 64			56				
International Superstar Soccer 64		NUS-NJPP-EUR	56				
International Superstar Soccer 64		NUS-NJPP-EUU	56				
International Superstar Soccer 2000			56				
International Superstar Soccer 2000			56				
International Superstar Soccer 2000		NUS-NISX-EUR	56				
International Superstar Soccer 2000		NUS-NISY-EUU	56				
International Superstar Soccer 2000		NUS-NISX-SCN	56				
International Track & Field: Summer Games		NUS-N3HP-EUR	56				
International Track & Field: Summer Games		NUS-N3HP-EUU	56				
Jet Force Gemini		NUS-NJFP-AUS	57				
Jet Force Gemini			57				
Jet Force Gemini		NUS-NJFP-EUR	57				
Jet Force Gemini			57				
Killer Instinct Gold		NUS-NKIP-AUS	58				
Killer Instinct Gold		NUS-NKIP-EUR	58				
Kirby 64: The Crystal Shards		NUS-NK4P-EUR	58				
Knife Edge: Nose Gunner		NUS-NKEP-AUS	59				
Knife Edge: Nose Gunner		NUS-NKEP-EUR	59				
Knife Edge: Nose Gunner		NUS-NKEP-EUU	59				
Knife Edge: Nose Gunner		NUS-NKEP-NOE	59				
Knockout Kings 2000			59				
Legend of Zelda: Majora's Mask		NUS-NZSP-AUS	62				
Legend of Zelda: Majora's Mask			62				
Legend of Zelda: Majora's Mask		NUS-NZSP-EUR	62				
Legend of Zelda: Ocarina of Time		NUS-NZLP-AUS	62				
Legend of Zelda: Ocarina of Time			62				
Legend of Zelda: Ocarina of Time		NUS-NZLP-EUR	62				
LEGO Racers		NUS-NLGP-EUR	62				
Lode Runner 3-D		NUS-NLRP-EUR	63				
Lode Runner 3-D		NUS-NLRP-FRA	63				








Game Title	Cn	Game-ID	Pg	C	I	B	S
Lode Runner 3-D		NUS-NLRP-NOE	63				
Looney Tunes Daffy Duck Starring as Duck Dodgers		NUS-NDUP-EUR	39				
Looney Tunes Daffy Duck Starring as Duck Dodgers		NUS-NDUP-EUU	39				
Looney Tunes Daffy Duck Starring as Duck Dodgers		NUS-NDUP-NOE	39				
Lylat Wars		NUS-NFXU-AUS	104				
Lylat Wars		NUS-NFXU-AUS-1	104				
Lylat Wars		NUS-NFXP-EUR	104				
Mace: The Dark Age			64				
Mace: The Dark Age			64				
Mace: The Dark Age		NUS-NMEP-EUR	64				
Mace: The Dark Age		NUS-NMEP-SCN	64				
Madden Football 64		NUS-N8MP-EUR	64				
Magical Tetris Challenge, featuring Mickey Mouse		NUS-NMTF-FRA	66				
Magical Tetris Challenge, featuring Mickey Mouse		NUS-NMTD-NOE	66				
Major League Baseball, Featuring Ken Griffey Jr.		NUS-NKGP-AUS	66				
Mario Golf		NUS-NMFP-AUS	66				
Mario Golf		NUS-NMFP-EUR	66				
Mario Kart 64		NUS-NKTP-AUS-1	67				
Mario Kart 64		NUS-NKTP-AUS	67				
Mario Kart 64			67				
Mario Kart 64		NUS-NKTP-EUR	67				
Mario Party 2		NUS-NMWP-AUS	67				
Mario Party 2			67				
Mario Party 2		NUS-NMWP-EUR	67				
Mario Party 3			68				
Mario Party 3			68				
Mario Party 3		NUS-NMVP-EUR	68				
Mario Party		NUS-NLBP-AUS	67				
Mario Party			67				
Mario Party		NUS-NLBP-EUR	67				
Mario Tennis			68				
Mario Tennis			68				
Mario Tennis		NUS-NM8P-EUR	68				
Mega Man 64			68				
Mickey's Speedway USA			69				
Mickey's Speedway USA			69				
Mickey's Speedway USA		NUS-NMLP-EUR	69				
Micro Machines 64 Turbo		NUS-NV3P-EUR	69				
Milo's Astro Lanes		NUS-NBRP-EUR	70				
Mischief Makers		NUS-NTMP-AUS	71				
Mischief Makers		NUS-NTMP-EUR	71				
Mission: Impossible			71				
Mission: Impossible		NUS-NMIS-ESP	71				
Mission: Impossible		NUS-NMIP-FRA	71				
Mission: Impossible		NUS-NMIP-HOL	71				
Mission: Impossible			71				







Game Title	Cn	Game-ID	Pg	C	I	B	S
Mission: Impossible		NUS-NMID-NOE	71				
Mission: Impossible		NUS-NMIP-SCN	71				
Mission: Impossible		NUS-NMIP-UKV	71				
Monster Truck Madness 64		NUS-NM3P-EUR	72				
Mortal Kombat 4		NUS-NM4P-EUR	72				
Mortal Kombat Mythologies: Sub-Zero		NUS-NMYP-SCN	73				
Mortal Kombat Mythologies: Sub-Zero		NUS-NMYP-UKV	73				
Mortal Kombat Trilogy		NUS-NMKP-NOE	73				
Mortal Kombat Trilogy		NUS-NMKP-UKV	73				
Multi Racing Championship			73				
Multi Racing Championship			73				
Multi Racing Championship		NUS-NMRP-EUU	73				
Multi Racing Championship			73				
Multi Racing Championship		NUS-NMRP-NOE	73				
Multi Racing Championship		NUS-NMRP-SCN	73				
Mystical Ninja, Starring Goemon		NUS-NG5P-EUR	74				
Mystical Ninja, Starring Goemon		NUS-NG5P-EUU	74				
Mystical Ninja 2, Starring Goemon		NUS-NGMP-EUR	49				
Mystical Ninja 2, Starring Goemon		NUS-NGMP-EUU	49				
Nagano Winter Olympics '98			75				
Nagano Winter Olympics '98		NUS-NH5P-EUU	75				
NASCAR '99		NUS-N9CP-EUR	76				
NBA Courtside, Kobe Bryant in		NUS-NNBP-AUS	59				
NBA Courtside, Kobe Bryant in			59				
NBA Courtside, Kobe Bryant in		NUS-NNBP-EUR	59				
NBA Hangtime			77				
NBA Hangtime			77				
NBA Hangtime		NUS-NXGP-EUR	77				
NBA Hangtime		NUS-NXGP-FRA	77				
NBA Hangtime		NUS-NXGP-NOE	77				
NBA In The Zone 2000		NUS-NWZP-EUR	78				
NBA Live '99		NUS-N9BP-ESP	79				
NBA Live '99		NUS-N9BP-EUR	79				
NBA Live '99		NUS-N9BE-FRA	79				
NBA Live '99		NUS-N9BP-NOE	79				
NBA Live '99		NUS-N9BP-SCN	79				
NBA Live '99		NUS-N9BP-UKV	79				
NBA Live 2000		NUS-NNLP-EUR	79				
NBA Pro '98		NUS-NBAP-EUR	77				
NBA Pro '99		NUS-NB2P-EUR	77				
NBA Pro '99		NUS-NB2P-UKV	77				
New Tetris, The			80				
New Tetris, The			80				
New Tetris, The		NUS-NRIP-EUR	80				
NFL Quarterback Club '98		NUS-NQ8P-EUR	81				
NFL Quarterback Club '99		NUS-NQ9P-EUR	81				

Game Title	Cn	Game-ID	Pg	C	I	B	S
NHL '99			83				
NHL Breakaway '98			83				
NHL Breakaway '99			84				
NHL Pro '99			83				
NHL Pro '99		NUS-NHOP-EUU	83				
Nuclear Strike 64		NUS-NCEP-EUR	84				
Off Road Challenge		NUS-NOFP-EUR	85				
Olympic Hockey 98		NUS-NHNP-NOE	85				
Olympic Hockey 98		NUS-NHNP-SCN	85				
Olympic Hockey 98		NUS-NHNP-UKV	85				
Operation Winback		NUS-NWDP-EUR	124				
Paperboy		NUS-NYPP-EUR	86				
Paper Mario			86				
Paper Mario			86				
Paper Mario		NUS-NMQP-EUR	86				
Penny Racers		NUS-NCRP-EUR	86				
Perfect Dark		NUS-NPDP-AUS	87				
Perfect Dark			87				
Perfect Dark		NUS-NPDP-EUR	87				
PGA European Tour Golf		NUS-NEAP-EUU	87				
Pilotwings 64		NUS-NPWP-AUS	87				
Pilotwings 64			87				
Pilotwings 64		NUS-NPWP-EUR	87				
Pokémon Puzzle League		NUS-NFNP-AUS	88				
Pokémon Puzzle League			88				
Pokémon Puzzle League		NUS-NPNF-FRA	88				
Pokémon Puzzle League		NUS-NPND-NOE	88				
Pokémon Snap		NUS-NPFU-AUS	88				
Pokémon Snap		NUS-NPFS-ESP	88				
Pokémon Snap		NUS-NPFP-EUR	88				
Pokémon Snap		NUS-NPFF-FRA	88				
Pokémon Snap			88				
Pokémon Snap		NUS-NPFD-NOE	88				
Pokémon Stadium 2		NUS-NP3P-AUS	89				
Pokémon Stadium 2			89				
Pokémon Stadium 2		NUS-NP3P-EUR	89				
Pokémon Stadium		NUS-NPOP-AUS	89				
Pokémon Stadium			89				
Pokémon Stadium			89				
Pokémon Stadium		NUS-NPOP-EUR	89				
Pokémon Stadium		NUS-NPOF-FRA	89				
Pokémon Stadium		NUS-NPOI-ITA	89				
Pokémon Stadium		NUS-NPOD-NOE	89				
Power Rangers Lightspeed Rescue			90				
Premier Manager 64		NUS-NPMP-UKV	90				
Premier Manager 64			90				












Game Title	Cn	Game-ID	Pg	C	I	B	S
Quake		NUS-NQKP-EUR	91				
Quake		NUS-NQKP-FRA	91				
Quake II			91				
Quake II			91				
Quake II		NUS-NQ2P-UKV	91				
Quake		NUS-NQKP-SCN	91				
Quake		NUS-NQKP-UKV	91				
Quest 64			91				
Racing Simulation 2: Monaco Grand Prix		NUS-NNGP-FAH	71				
Racing Simulation 2		NUS-NMGD-NOE	71				
Racing Simulation: Monaco Grand Prix		NUS-NMGP-UKV	71				
Rainbow Six, Tom Clancy's			92				
Rainbow Six, Tom Clancy's		NUS-NR6F-FAH	92				
Rainbow Six, Tom Clancy's		NUS-NR6P-UKV	92				
Rakuga Kids		NUS-NKRP-EUR	92				
Rakuga Kids		NUS-NKRP-EUU	92				
Rampage 2: Universal Tour		NUS-N2PP-EUR	93				
Rampage World Tour			93				
Rampage World Tour		NUS-NRPP-UKV	93				
Rat Attack		NUS-NRTP-EUR	94				
Rayman 2: The Great Escape			94				
Rayman 2: The Great Escape		NUS-NY2P-EUR	94				
Re-Volt		NUS-NRVP-AUS	95				
Re-Volt		NUS-NRVP-EUR	95				
Ready 2 Rumble Boxing: Round 2			95				
Ready 2 Rumble Boxing		NUS-NRDP-EUR	95				
Ready 2 Rumble Boxing		NUS-NRDP-EUU	95				
Resident Evil 2			96				
Resident Evil 2			96				
Ridge Racer 64			96				
Ridge Racer 64		NUS-NRZP-EUR	96				
Road Rash 64		NUS-NROP-EUR	96				
Roadsters		NUS-NRRP-EUR	97				
Roadsters		NUS-NRRP-UKV	97				
Robotron 64		NUS-NRXP-EUR	97				
Robotron 64		NUS-NRXP-SCN	97				
Rocket: Robot on Wheels		NUS-NSUP-EUR	97				
Rugrats: Treasure Hunt		NUS-NRGF-FRA	98				
Rugrats: Treasure Hunt		NUS-NRGD-NOE	98				
Rugrats: Treasure Hunt		NUS-NRGP-UKV	98				
Rugrats in Paris: The Movie		NUS-NRKP-EUR-1	98				
Rush 2: Extreme Racing USA			98				
S.C.A.R.S.		NUS-NCSP-EUR	99				
San Francisco Rush 2049		NUS-NRUP-EUR	99				
San Francisco Rush 2049		NUS-NRUP-EUU	99				
San Francisco Rush: Extreme Racing			99				





















Game Title	Cn	Game-ID	Pg	C	I	B	S
San Francisco Rush: Extreme Racing		NUS-NSFE-MSA	99				
San Francisco Rush: Extreme Racing		NUS-NSFP-NOE	99				
San Francisco Rush: Extreme Racing		NUS-NSFP-SCN	99				
Scooby Doo! Classic Creep Capers		NUS-NSYP-EUR	100				
Scooby Doo: Classic Creep Capers			100				
Shadowgate 64: Trials of the Four Towers		NUS-NSGX-EUR	100				
Shadowgate 64: Trials of the Four Towers		NUS-NSGX-FAH	100				
Shadowgate 64: Trials of the Four Towers			100				
Shadowgate 64: Trials of the Four Towers		NUS-NSGP-UKV	100				
Shadow Man			100				
Shadow Man		NUS-NSDP-EUR	100				
Shadow Man		NUS-NSDF-FAH	100				
Shadow Man		NUS-NSDD-NOE	100				
Snowboard Kids 2		NUS-NK2P-AUS	101				
Snowboard Kids		NUS-NSKP-AUS	101				
Snowboard Kids		NUS-NSKP-EUR	101				
South Park: Chef's Luv Shack		NUS-NCYP-EUR	103				
South Park			101				
South Park			101				
South Park		NUS-NDTP-EUR	101				
South Park		NUS-NDTD-NOE	101				
South Park Rally		NUS-NPRP-AUS	102				
South Park Rally			102				
South Park Rally		NUS-NPRP-UKV	102				
Space Station Silicon Valley		NUS-NSVP-EUR	103				
Space Station Silicon Valley		NUS-NSVP-EUU	103				
Starcraft 64		NUS-NSQP-AUS	106				
Starfox 64			104				
Starshot: Space Circus Fever		NUS-NSCP-FRA	106				
Starshot: Space Circus Fever			106				
Starshot: Space Circus Fever		NUS-NSCP-NOE	106				
Starshot: Space Circus Fever		NUS-NSCP-SCN	106				
Starshot: Space Circus Fever		NUS-NSCP-UKV	106				
Star Wars: Battle for Naboo			105				
Star Wars: Episode 1 Battle for Naboo		NUS-NNAP-EUR	105				
Star Wars: Episode 1 Racer			105				
Star Wars: Episode 1 Racer		NUS-NEPP-EUR	105				
Star Wars: Rogue Squadron		NUS-NRSP-AUS	105				
Star Wars: Rogue Squadron		NUS-NRSP-EUR	105				
Star Wars: Shadows of the Empire		NUS-NSWP-AUS	106				
Star Wars: Shadows of the Empire			106				
Star Wars: Shadows of the Empire		NUS-NSWP-EUR	106				
Supercross 2000		NUS-NSXP-EUR	110				
Superman		NUS-NSPP-EUR	110				
Super Mario 64		NUS-NSMP-AUS	107				
Super Mario 64		NUS-NSMP-AUS-1	107				



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Super Mario 64			107				
Super Mario 64		NUS-NSMP-EUR	107				
Super Smash Bros.			110				
Super Smash Bros.			110				
Super Smash Bros.		NUS-NALP-EUR	110				
Tarzan, Disney's			37				
Tarzan, Disney's		NUS-NTAF-FRA	37				
Tarzan, Disney's		NUS-NTAD-NOE	37				
Tarzan, Disney's		NUS-NTAP-UKV	37				
Taz Express		NUS-NTXP-NOE	111				
Taz Express		NUS-NTXP-UKV	111				
Telefoot Soccer 2000		NUS-NWKF-FRA	69				
Tetrisphere		NUS-NTPP-AUS	111				
Tetrisphere		NUS-NTPP-EUR	111				
Tigger's Honey Hunt, Disney Presents		NUS-NT9P-EUR	111				
Tom & Jerry in Fists Of Furry		NUS-NTJP-EUR	112				
Tonic Trouble		NUS-NTTP-EUR	112				
Tony Hawk's Pro Skater 2		NUS-NTQP-AUS	113				
Tony Hawk's Pro Skater 2			113				
Tony Hawk's Pro Skater 2		NUS-NTQP-EUR	113				
Tony Hawk's Pro Skater			112				
Tony Hawk's Skateboarding		NUS-NTFP-AUS	112				
Tony Hawk's Skateboarding			112				
Tony Hawk's Skateboarding		NUS-NTFP-FRA	112				
Tony Hawk's Skateboarding		NUS-NTFP-NOE	112				
Tony Hawk's Skateboarding		NUS-NTFP-UKV	112				
Top Gear Hyper Bike		NUS-NGBP-EUU	113				
Top Gear Overdrive			114				
Top Gear Overdrive			114				
Top Gear Overdrive		NUS-NRCP-EUR	114				
Top Gear Overdrive		NUS-NRCP-FRA	114				
Top Gear Overdrive			114				
Top Gear Overdrive			114				
Top Gear Rally 2		NUS-NL2P-EUU	114				
Top Gear Rally 2		NUS-NL2X-UKV	114				
Top Gear Rally		NUS-NTRP-AUS	114				
Top Gear Rally		NUS-NTRP-FRG	114				
Top Gear Rally			114				
Top Gear Rally		NUS-NTRP-SCN	114				
Top Gear Rally		NUS-NTRP-UKV	114				
Toy Story 2: Buzz Lightyear to the Rescue		NUS-NTHP-AUS	115				
Toy Story 2: Buzz Lightyear to the Rescue			115				
Toy Story 2: Buzz Lightyear to the Rescue			115				
Toy Story 2: Buzz Lightyear to the Rescue		NUS-NTHD-NOE	115				
Toy Story 2: Buzz Lightyear to the Rescue		NUS-NTHP-UKV	115				
Turok 2: Seeds of Evil		NUS-NT2P-AUS	116				

Game Title	Cn	Game-ID	Pg	C	I	B	S
Turok 2: Seeds of Evil			116				
Turok 2: Seeds of Evil		NUS-NT2P-EUR	116				
Turok 2: Seeds of Evil		NUS-NT2D-NOE	116				
Turok 3: Shadow of Oblivion		NUS-NTKP-EUR	117				
Turok 3: Shadow of Oblivion			117				
Turok: Dinosaur Hunter			116				
Turok: Dinosaur Hunter		NUS-NTUP-EUR	116				
Turok: Dinosaur Hunter		NUS-NTUP-EUR-1	116				
Turok: Dinosaur Hunter		NUS-NTUD-NOE	116				
Turok: Rage Wars			117				
Turok: Rage Wars		NUS-NRWD-NOE	117				
Turok: Rage Wars		NUS-NRWP-UKV	117				
Twisted Edge Extreme Snowboarding		NUS-NSBP-AUS	117				
Twisted Edge Extreme Snowboarding		NUS-NSBP-HOL	117				
Twisted Edge Extreme Snowboarding		NUS-NSBP-NOE	117				
Twisted Edge Extreme Snowboarding		NUS-NSBP-UKV	117				
V-Rally Edition '99		NUS-NVLP-EUR	118				
V-Rally Edition '99		NUS-NVLP-EUU	118				
V-Rally Edition '99		NUS-NVLP-SCN	118				
Vigilante 8: Second Offense		NUS-NVGP-FRA	119				
Vigilante 8: Second Offense		NUS-NVGP-NOE	119				
Vigilante 8: Second Offense		NUS-NVGP-UKV	119				
Vigilante 8		NUS-NV8D-NOE	118				
Vigilante 8		NUS-NV8P-UKV	118				
Virtual Chess 64		NUS-NVCP-EUR	119				
Virtual Chess 64		NUS-NVCP-EUU	119				
Virtual Pool 64		NUS-NVRP-EUR	119				
Waialae Country Club: True Golf Classics		NUS-NWLP-AUS	120				
Waialae Country Club: True Golf Classics		NUS-NWLP-EUR	120				
War Gods		NUS-NWAP-EUR	120				
War Gods		NUS-NWAP-FRA	120				
Wave Race 64		NUS-NWRP-AUS	120				
Wave Race 64			120				
Wave Race 64		NUS-NWRP-EUR	120				
Wayne Gretzky's 3D Hockey		NUS-NWGE-CAN	121				
Wayne Gretzky's 3D Hockey		NUS-NWGP-EUR	121				
Wayne Gretzky's 3D Hockey		NUS-NWGP-NOE	121				
WCW/nWo Revenge		NUS-NW2P-NOE	123				
WCW/nWo Revenge		NUS-NW2P-UKV	123				
WCW Mayhem		NUS-NWMP-EUR	122				
WCW Vs. nWo: World Tour			122				
WCW Vs. nWo: World Tour		NUS-NWNP-EUR	122				
WCW Vs. nWo: World Tour		NUS-NWNP-EUU	122				
Wetrix		NUS-NWTP-EUU	123				
Wetrix		NUS-NWTP-SCN	123				
Wipeout 64		NUS-NWPP-EUR	124				



Game Title	Cn	Game-ID	Pg	C	I	B	S
Wipeout 64		NUS-NWPP-EUU	124				
World Cup '98			124				
World Cup '98		NUS-N8WP-UKV	124				
World Driver Championship			125				
World Driver Championship		NUS-NWOP-EUR	125				
World League Soccer 2000, Michael Owen's		NUS-NWKX-UKV	69				
World League Soccer 2000, RTL		NUS-NWKD-NOE	69				
Worms Armageddon			125				
Worms Armageddon		NUS-NWUP-NOE	125				
Worms Armageddon		NUS-NWUP-UKV	125				
WWF Attitude		NUS-NTIP-AUS	126				
WWF Attitude		NUS-NTIP-EUR	126				
WWF Attitude		NUS-NTID-NOE	126				
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WWF WrestleMania 2000		NUS-NWXP-EUR	127				
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# Japanese N64 LIST

Of the console's 388 official releases, 84 are region-locked to Japan. The Nintendo 64 was first launched in Japan on June 23, 1996 with Super Mario 64, Pilotwings 64, and Saikyo Habu Shogi. Regardless of the higher cost of cartridge production and of continued criticism over releasing a cartridge-based system, the total unit sales of Nintendo 64 software has exceeded the total unit sales of Nintendo GameCube software.



Back of a JP cart

Game Title	Cn	Game-ID	Pg	C	I	B	S
007: Goldeneye	●	NUS-NGEJ-JPN	50				
64 Hanafuda: Tenshi no Yakusoku	●	NUS-NHFJ-JPN	132				
64 Trump Collection: Alice no Waku Waku Trump World	●	NUS-NTCJ-JPN	133				
64 Ōzumō 2	●	NUS-NO2J-JPN	132				
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AI Shogi 3	●	NUS-NS3J-JPN	133				
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Bomberman Hero: Milian Oujo o Sukue!	●	NUS-NBDJ-JPN	25				
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Choro Q 64 2: Hachamecha Grand Prix Race	●	NUS-NCGJ-JPN	135				
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Chōkūkan Night Pro Yakyū King 2	●	NUS-NP2J-JPN	136				



Game Title	Cn	Game-ID	Pg	C	I	B	S
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City Tour Grandprix: Zen Nihon GT Senshūken	●	NUS-NGTJ-JPN	50				
Custom Robo	●	NUS-NCXJ-JPN	136				
Custom Robo V2	●	NUS-NCZJ-JPN	136				
Daikatana, John Romero's	●	NUS-NDWJ-JPN	35				
Dance Dance Revolution: Disney's World Dancing Museum	●	NUS-NDFJ-JPN	137				
Densha de Go! 64	●	NUS-ND6J-JPN	137				
Derby Stallion 64	●	NUS-NDAJ-JPN	137				
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Doraemon 2: Nobita to Hikari no Shinden	●	NUS-ND2J-JPN	138				
Doraemon 3: Nobi Dai no Machi SOS!	●	NUS-N3DJ-JPN	139				
Doraemon: Nobita to 3-tsu no Seirei Ishi	●	NUS-NDRJ-JPN	138				
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Fushigi no Dungeon Furai no Siren 2 Oni Shūrai! Shiro!	●	NUS-NSIJ-JPN	140				
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Ganbare Goemon: Mononoke Sugoroku	●	NUS-NGPJ-JPN	140				
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Ide Yōsuke no Mahjong Juku	●	NUS-NIMJ-JPN	141				
Itoi Shigesato's No. 1 Bass Fishing: Definitive Edition	●	NUS-NIBJ-JPN	141				
J-League Dynamite Soccer 64	●	NUS-NDSJ-JPN	142				
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Game Title	Cn	Game-ID	Pg	C	I	B	S
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Jikkyō GI Stable	●	NUS-NGSJ-JPN	143				
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Jikkyō J. League: Perfect Striker	●	NUS-NJPJ-JPN	144				
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Nushi Tsuru 64	●	NUS-NUTJ-JPN	150				
Ogre Battle 64: Person of Lordly Caliber	●	NUS-NOBJ-JPN	85				
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Star Soldier: Vanishing Earth	●	NUS-NS6J-JPN	104				
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Star Wars: Episode 1 Racer	●	NUS-NEPJ-JPN	105				
Star Wars: Rogue Squadron	●	NUS-NRSJ-JPN	105				
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Super Robot Spirits	●	NUS-NSSJ-JPN	156				
Super Robot Wars 64	●	NUS-NS4J-JPN	156				
Super Speed Race 64	●	NUS-NLCJ-JPN	18				
Susume! Taisen Puzzle Dama: Tōkon! Marutama Chō	●	NUS-NPZJ-JPN	157				
Tamagotchi 64: Minna de Tamagotchi World	●	NUS-NTWJ-JPN	157				
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Top Gear Rally 2	●	NUS-NL2J-JPN	114				
Top Gear Rally	●	NUS-NTRJ-JPN	114				
Transformers: Beast Wars Metals 64	●	NUS-NTBJ-JPN	115				
Turok: Jiku Senshi	●	NUS-NTUJ-JPN	116				
Uchan Nanchan no Hono no Challenge: Denryu Ira Ira Bou	●	NUS-NIRJ-JPN	158				
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Wave Race 64: Kawasaki Jet Ski	●	NUS-NWRJ-JPN	120				
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WWF WrestleMania 2000	●	NUS-NWXJ-JPN	127				
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Yoshi's Story	●	NUS-NYSJ-JPN	129				
Yuke Yuke!! Trouble Makers	●	NUS-NTMJ-JPN	71				
Zool: Majū Tsukai Densetsu	●	NUS-NMZJ-JPN	159				





## Misc N64 LIST

This small list contains some of the more miscellaneous releases of N64 games. Included here are also games for the Korean Comboy. After the World War II, South Korea put an embargo on Japanese imports. So, in the 1990's, Hyundai Electronics distributed the Nintendo consoles as the Comboy (NES), the Mini Comboy (GameBoy), the Super Comboy (SNES), and the Comboy 64 (N64). The Sega consoles in turn got the name Gam\*Boy (?).



Game Title	Cn	Game-ID	Pg	C	I	B	S
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Cruis'n USA	☆		34				
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Diddy Kong Racing	🇨🇳	NUS-NDYE-ROC	36				
International Superstar Soccer '98	☆		55				
International Superstar Soccer 64	☆		56				
Killer Instinct Gold	☆	NUS-NKIE-HKG	58				
Legend of Zelda: Ocarina of Time	☆	NUS-CZLE-HKG	62				
Legend of Zelda: Ocarina of Time	🇨🇳	NUS-CZLE-ROC	62				
Pilotwings 64	☆		87				
Starfox 64	🇰🇷	NUS-NFXE-KOR	104				
Super Mario 64	☆	NUS-NSME-ASI	107				
Turok 2: Seeds of Evil	☆	NUS-NT2E-ASM	116				
Wave Race 64	☆	NUS-NWRE-ASI	120				

